Risk Management

Risk Checklist provided in Software Engineering 9 by Sommerville (2010, pp 598) states that risks can be categorized into 6 sections:

- Technology Risks
- People Risks
- Organisational Risks
- Tools Risks
- Requirements Risks
- Estimation Risks.

Strategies listed in Software Engineering 9 by Sommerville, (2010, pp 601).

- Avoidance Strategies
- Minimisation Strategies
- Contingency Plans

Risk	Probability	Effect	Type of Strategy	Strategy
Issues connecting to the SVN	Low	Serious	Contingency Plan	If unable to access SVN, the team will put a copy of the code on a group accessible Google Drive account.
Team member ill for a prolonged period of time	Low	Catastrophic	Minimisation Strategy	Ensure other team members understand the code so they can continue with the aspect of the project the ill member was working on. Ensure all working code is stored on the SVN and everybody can access it

Compatibility issues between Mac, Linux and Windows	Medium	Tolerable	Avoidance Strategy	Compare the product between the different operating systems. If a team member notices a difference they will alert the team. The severity of the issue will be reviewed.
Connection issues with the Wi-Fi at the University Campus stopping network testing	High	Serious	Contingency Plan	The team will use a personal router for testing the networking aspect of the product
Under estimating how long a specific aspect of the project will take to complete.	Medium	Catastrophic	Avoidance Strategy	Focus on the key aspects of the game first (Networking, Players, AI, Menus). Only add to the game once these are implemented. Give adequate time for completion and provide help where necessary to meet deadlines.

During the course of the project, we had to implement risk management strategies for Compatibility issues between Mac, Linux and Windows and Connection issues with the Wi-Fi at the University Campus. This precautions proved invaluable and saved a considerable amount of hassle in the long term.