## 5.2 RISK MANAGEMENT.

## 5.2.1 IDENTIFYING RISK

In order to create an effective risk management strategy, it is important to first work out the elements of the project that are going to present the most risk or present the most hindrance if they don't work. On top of this it is necessary to take into account risks that don't come from the task itself such as if the only person who has done the networking was to fall ill, how would that affect the project and would it be possible to complete the project.

To identify risk in the project itself it was decided to look at the connections between different modules of the project and then rank them based on highest to lowest number of connections. This helped us to identify the aspects of the project that had the biggest influence over the overall project success. This highlighted the need to focus on getting the network and the UI correctly integrated first as all other modules communicate directly with these two systems.

## 5.2.2 MANAGING RISK

| Risk  | Strategy  | Strategy Type         |
|---|---|-----------------------|
| Computer malfunction  | All of the code that we write has been backed up on the SVN servers so that the member of the team can continue to work on the CS Lab computers.                        |                       |
| Personal Illness / issues.                                      | For any given piece of functionality 2 people should understand the code, so that if one becomes unavailable then the other can jump in and continue.                   | Impact reduction      |
| We are unable to integrate 2 parts of the system.               | Routinely test all parts of the system with JUnit tests to make sure they are   | Probability reduction |
|   | supplying valid data.   |                       |
| We run short of time to implement functionality.                | Make sure to have a working version of the game before each piece of functionality is added so that we can revert back to a functioning state if it fails to integrate. | Impact Reduction      |
| We are unable to use an external library that we have utilised. | We have decided that we are only going to utilise the java native library and no other external libraries   | Risk Avoidance.       |
| Network difficulties during demonstration                       | During the presentation we will be using our own network router which will ensure that we don't have to rely on the university's questionable wifi.                     | Risk Transfer.        |