|  |  |  |  |
| --- | --- | --- | --- |
| RISK | PROBAVILITY | IMPACT | SOLUTION |
| Corona Virus outbreak | Medium | Medium | The corona virus might be a problem for the development of the project as University might be canceled if things get bad. But we could still work online on the game but we wouldn’t be able to communicate face to face that often. |
| A team member falling in sick | Medium | Low | The task can be redistributed to the rest of the group and damage would be minimal |
| A team member leaving | Low | High | If a team member leaves, we would have to rearrange the tasks for the rest of the development and that would mean extra work for everyone. |
| Not completing the milestones | Low | High | If milestones are not done in time, that would mean extra work for the next milestone, and would create a snowball effect. |
| Committing error | Medium | Low | QA member should be able to catch it and correct it in time. |
| Some task is more difficult than expected | Medium | Medium | Another team member that are more advanced in their own task could help the member that is behind. |
| Random map not working | Low | Low | Random map is important for the game to be able to replay it and have different experiences. We could create a few maps and load them instead of creating random map |