**Chapter 10 Excercises**

1 Calculate risk

A New os release 3 months in

Risk low (seems entirely likely but other games currently in development won’t be able to integrate that much faster than you, unless they were just starting and then they will still come out after you)

Plan - Check with programmer to see if anything can be added without changing timeline too much or upgrade/patch after release, not too bad with mobile games

B Artist leaves

Risk medium (having only 1 artist is kind of risky, but if you are careful when you hire the chances should be limited to some kind of unforeseen emergency situation – so not super likely but stuff does happen – cost could be bad)

Plan – Select the most stable and responsible artist you can that can do the job, Include a clause in the contract to prevent sudden departures & have a file of back up artists just in case, if possible have 2 artists – possibly ask the artist themselves if they have someone who can take over in the case of an emergency, or if they can work from home – flexibility within reason may help

C Absent programmers

Risk medium (I would hope that the likelihood is low that **all** of your programmers are that irresponsible but cost would be high)

Contracts should cover that not showing up for work will result in lost wages, or termination

Again do your best to hire responsible people.

2 Post mortem

**Intro**

Post mortem of ‘The move to Barrie’

**Summary of Individual post mortems**

Me: Hell

Mom: Worst move ever, first to last

Helpers: Is that the ONLY box you have packed? It’s not really full of rocks is it? (Yes, it was)

**Went wrong**

* Only 1 box packed – everything else still loose
* Helpers not pleased, took clothes for next day and all bedding -not leaving until next day
* Items damaged from rough handling
* U-Haul lot after hours key didn’t work, no safe place to leave the full truck overnight
* Both cats got outside, refused to come back in.

**Went right**

* Items going into storage already in storage
* Friend/neighbor happy to lend spare room for the night, also provided dinner
* Truck didn’t break down
* Blizzard waited till we’d nearly finished unloading before starting

**Lessons learned**

* Don’t ask brothers to help with moves
* Packing plan and box priority system created to avoid future FUBAR moves.
* Actually pack things into containers using new plan
* Separate area for things to go in the car
* Cat move Protocol created

**Patterns**

* Lack of planning
* Lack of packing
* Lack of useful help

**Notably absent**

* Packed boxes/containers
* Successful communication

**What it all means**

* Don’t move to Barrie unless you like snow
* Have a plan
* Schedule packing time and don’t leave it to the busiest person in the house to do alone