

Risk Assessment and Mitigation

TEAM ZANETTA

HARRY KELLY, TIMOTHY KERR-CHIN, JOE SANDERS, SIYAAM MAHMOOD,
EMILY TIERNEY & ALEXANDRE PINNEAU

Part a

As this was a small and non-critical piece with a strict deadline of software we decided that risk assessment and review was not our top priority. This means that whilst we did compile a list of possible risks and in some cases develop mitigation strategies in order to combat them, we didn't review these risks often and instead referred.

We created a risk table, giving each risk a description and an four associated attributes :

- Likelihood: i.e. how likely the risk is to happen (either low, medium or high)
- Impact: A description of what impact would be had on the project if this risk happened
- Impact level: The level of impact this risk would have on the project (either low, medium or high)
- Mitigation: Where possible a mitigation strategy, which can either reduce the likelihood of this risk happening or reduce its impact

Part b

| Risk | Likelihood | Impact | Impact Level | Mitigation |
|---|-------------------|---|---------------------|--|
| A bug arising with libgdx / any other library used | Low | This could potentially break an already functional game, possibly irreparably | High | n/a |
| A bug arising with eclipse/ another IDE used | Low | This could halt our progress for a short period of time, however it wouldn't take a huge amount of time to switch to a new IDE | Low | Having another IDE "on standby" which every member of the team knows how to use/ has experience with |
| Changing requirements | Low | Impact would depend on what the requirement change is i.e. a fundamental change to the game brief late in the project could make any implementation worthless | Medium | n/a |
| Underestimating the time it will take to do certain tasks | High | This could leave us with an insufficient amount of time to complete certain tasks | Medium | When planning the project try to overestimate rather than underestimate time frames |
| Losing a team member | Low | Our team had 6 members and the project should be manageable for 5 people | Low | n/a |
| Conflict between team members | Low | This could cause a breakdown in teamwork and make collaboration difficult | Low | Set clear boundaries and expectations, and resolve any conflicts diplomatically contacting "management" if necessary |