Group 21
Team 21

Risk assessment and mitigation

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a) Our risk management process that we followed made sure that we had backup plans for any of the risks, with the most lively risks being covered first.

Risk ID: uniquely identifies each risk
Description: brief description of the risk
Likelihood: assessed likelihood of the risk occurring (L = Low, M = Medium, H = High)
Severity: measure of the impact the risk could have
Mitigation: actions planned to reduce or manage the risk
Ownership: team member responsible for mitigating the risk

Risk mitigation table structure ideas [1]

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Project	Loss of team members (e.g. due to illness)	L	H	Make sure documentation is up to date and there is a backup plan	Doaa
R2	Product	Poor user engagement	M	M	Ask customer questions, gather user feedback e.g. questionnaire	Everyone
R3	Project	The ide a programmer uses may not support certain developer features, causing delays in dev time as documentation may refer to unavailable features	L	L	Ensure that the IDE is agreed upon before starting development	Isaac
R4	Technology	Game engine features require hardware specific features to function	L	H	Ensure through rigorous testing all features of the game function across all supported devices	Surbhi
R5	Product	Final game produced has library requirements that the end user cant meet	M	H	Ensure that the game produced is compiled into an executable, and there are no dependencies on	Sean

					unavailable/ deprecated code	
R6	Product	Insufficient testing which can lead to bugs	H	H	Use unit tests and have it automated to always check for bugs	Peter
R7	Project	Project purpose and need is not well-defined	L	H	Conduct workshops or interviews to gather detailed requirements.	Lloyd
R8	Technology	Incompatibility with different platforms or devices	M	M	Test game on different platforms, finalise what platform game should work on	Isaac
R9	Business	Issues licensing and procuring artwork for the game	M	M	Find an open source library which allows the distribution of its art for the purpose of game development	Surbhi
R10	Technology	Data privacy and cybersecurity	M	H	Develop data security policies and practices.	Lloyd
R11	Estimation	Time required to develop the software is underestimated	M	H	Check in with the group every week to make sure significant amount of work is being completed	Doaa

R12	Business	Regulatory Changes	L	M	Checking for regulatory changes and lobbying for favourable regulations can help manage risk	James
R13	Business	Development issues due to a roadblock caused by an error in the code	M	H	Use versioning control (i.e git) and branch management to determine stable and unstable versions of the game	Peter
R14	Product	Someone's code gets deleted or lost	M	H	Use GitHub to backup the code and ensure not everything is lost	Peter

References:

[1]I. Sommerville, "Project Management", in *Software engineering*, 10th ed. Boston, Mass. Amsterdam Cape Town Pearson Education Limited, 2016, pp. 644-651