

# **UniTycoon**

## **Updated Risk Assessment and Mitigation**

**Group 6**

**TEAM6 Game Studios**

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## Risk Management Process

### Introduction

The updated risk register builds upon Team 9's original deliverable, with added and modified risks to align with the requirements of Assessment 2. New risks are introduced to address gaps identified in the inherited deliverable, while some risks have been updated for accuracy or relevance. Each risk has been systematically assessed and categorized into appropriate types (e.g., Project, Product, Combined, Business and Technology).

### Updated Risk Register

ID	Type	Description	Likelihood	Severity	Mitigation	Role
01	Project	A team member becomes unavailable for a critical task	Moderate	High	Ensure tasks are shared among at least two members for continuity	Project Manager
02	Technology	Compatibility issues with the IDE or game engine	Low	Moderate	Test tools early and prepare alternatives if needed	Technical Lead
03	Product	Poor quality or incomplete inherited code	Moderate	High	Conduct a team code review to identify and fix issues	Testing Lead
04	Combined	Misunderstood requirements or deliverables from the previous team	Moderate	High	Regular team discussions and clarifications on inherited documents	Project Manager
05	Technology	Outdated or incompatible libraries from the inherited project	Moderate	Moderate	Replace libraries after verifying licenses and compatibility	Technical Lead

06	Project	Lack of coding style consistency across team members	High	Moderate	Agree on a style guide and conduct frequent code reviews	Lead Developer
07	Project	Missed deadlines due to unforeseen challenges	High	High	Reassess and reprioritise tasks in team meetings to meet deadlines	Project Manager
08	Product	Insufficient testing leading to undetected bugs	Moderate	High	Allocate time for unit testing and manual playtesting during sprints	Testing Lead
09	Combined	Difficulty integrating inherited architecture with new requirements	Moderate	High	Create a mapping document to ensure consistency between old and updated architecture	Technical Lead
10	Product	UI inconsistencies impacting user experience	Moderate	Moderate	Conduct usability and testing to gather user feedback to refine the interface	UI Designer
11	Combined	New features conflicting with existing architectures	Moderate	High	Conduct impact analysis for feature addition and update documentation accordingly	Technical Lead

12	Business	Potential legal issues from inherited third-party libraries	Moderate	High	Conduct a license audit of inherited libraries and replace or remove any non-compliant components	Testing Lead
13	Product	Gameplay mechanics poorly balanced	Moderate	Moderate	Schedule multiple playtesting sessions to evaluate and adjust balance	Lead Developer
14	Project	Inefficient task handout	High	Moderate	Use a task management tool (e.g., Trello) to ensure clear task assignments and avoid duplication	Project Manager
15	Combined	Delayed communication between team members	Moderate	High	Establish strict communication protocols with deadlines for responses	Project Manager
16	Technology	Limited scalability of architecture	Low	Moderate	Evaluate scalability needs and refactor critical components where necessary	Technical Lead

17	Product	Delayed feedback from stakeholders	Moderate	Moderate	Schedule fixed feedback intervals with stakeholders	Lead Developer
18	Business	Difficulty meeting ethical standards in data usage	Low	Moderate	Ensure compliance with legal and ethical guidelines by auditing all external data sources	Project Manager