



Money – The team wants a release party to include family members as part of their launch celebration.

Consider how you might say thank you to the team and their families without too much risk to the budget.



People – This release is your most junior team member's first and they are getting very stressed with how much needs to be done and overwhelmed by the crazy pace. They do not have any context for this being a "normal part of the process."

How do you support this team member's current situation and keep them focused?



Tech – During the final security review of the product by Reality Games security team, then discover an issue with the API integration used for account management that **MUST** be fixed before release.

How will you manage this issue and still stay on track for release?



Logistics – Your code sign certificate expired in the middle of release submission preparations. You need to acquire a new license, get it on the build servers, test it, resume release build preparations.

How will this impact your release timeline and how will you manage this issue?



Wild Card – The lead designer has an amazing idea for adding a twist to one of the game mechanics and the team agrees it would add a unique twist to your title in comparison to others in your genre. They all think they could get it done in time for launch.

How will you manage this issue and still stay on track for release?



Project Shut Down – The team has been laid off with severance. The team space cleaned up and shut down for a future project. During the hardware inventory, you notice that there is hardware missing and it looks like it was not returned by members of your team.

How will you manage this unexpected issue?