



**Money** – After reviewing your Required Monetization System plan with the Development and Quality Directors you have determined that the Value (20) and Estimated Costs (16-20) for your game project have increased. Replace the following original Value and Actual Costs for Monetization as noted below.

- Replace the original Value of 20 with 22
- Estimated Costs have increased from 16-20 to 18-22. Replace the Actual Costs for each die roll with the following: 1 – 12 with 14, 2 – 14 with 16, 3 – 17 with 19, 4 – 18 with 20, 5 – 21 with 23, and 6 – 24 with 26.

Use the Wheel of Reality Risk Management Estimation Game Exercise to determine how you may need to adjust your roadmap or priorities to minimize the risk of this new information. Submit a copy of the Estimation Risk Management Game to support this potential impact on the project.



**People** – After reviewing your Required Achievements System plan with the Development and Quality Directors you have determined that the Value (7 for Single Player and 5 for Multiplayer) and Estimated Costs (4-6) for your game project have decreased. Replace the following original Value and Actual Costs as noted below.

- Replace the original Value of 5 for Single Player with 3
- Estimated Costs have decreased from 4-6 to 3-5. Replace the Actual Costs for each die roll with the following: 1 – 2 with 1, 2 – 3 with 2, 3 – 4 with 3, 4 – 5 with 4, 5 – 6 with 5, and 6 – 8 with 7.
- Replace the original Value of 7 for Multiplayer with 5
- Estimated Costs have decreased from 4-6 to 3-5. Replace the Actual Costs for each die roll with the following: 1 – 1 stays the same, 2 – 2 with 1, 3 – 4 with 3, 4 – 6 with 5, 5 – 8 with 6, and 6 – 10 with 8.

Use the Wheel of Reality Risk Management Estimation Game Exercise to determine how you may need to adjust your roadmap or priorities to minimize the risk of this new information. Submit a copy of the Estimation Risk Management Game to support this potential impact on the project.



**Tech** – After reviewing your Required Game Progress Save plan with the Development and Quality Directors you have determined that the Value (10) and Estimated Costs (3-5) for your game project have changed. Replace the following original Value and Actual Costs as noted below.

- Replace the original Value of 10 with 8
- Estimated Costs have increased from 3-5 to 5-7. Replace the Actual Costs for each die roll with the following: 1 – 3 stays the same, 2 – 5 with 7, 3 – 7 with 8, 4 – 8 with 9, 5 – 10 with 11, and 6 – 13 with 14.

Use the Wheel of Reality Risk Management Estimation Game Exercise to determine how you may need to adjust your roadmap or priorities to minimize the risk of this new information. Submit a copy of the Estimation Risk Management Game to support this potential impact on the project.



**Logistics** – After reviewing your Required Account Management plan with the Development and Quality Directors you have determined that the Value (15) and Estimated Costs (6-9) for your game project for your game project have changed. Replace the following original Value and Actual Costs as noted below.

- Replace the original Value of 15 with 12
- Estimated Costs have increased from 6-9 to 7-11. Replace the Actual Costs for each die roll with the following: 1 – 6 with 7, 2 – 7 with 8, 3 – 8 with 10, 4 – 9 with 10, 5 – 12 with 14, and 6 – 14 with 15.

Use the Wheel of Reality Risk Management Estimation Game Exercise to determine how you may need to adjust your roadmap or priorities to minimize the risk of this new information. Submit a copy of the Estimation Risk Management Game to support this potential impact on the project.



**Wild Card** – After reviewing your Required Feature and Leaderboards plan with the Development and Quality Directors you have determined that the Feature's Value (15) and Estimated Costs (8-10) and Leaderboards' Value (5 for Single Player and 7 for Multiplayer) and Estimated Costs (3-5) for your game project have changed. Replace the following original Value and Actual Costs as noted below.

- Replace the original Feature's Value of 15 with 12
- Estimated Costs have increased from 8-10 to 11-15. Replace the Actual Costs for each die roll with the following: 1 – 6 with 8, 2 – 7 with 9, 3 – 8 with 10, 4 – 9 with 12, 5 – 12 with 15, and 6 – 14 with 17.
- Replace the original Value of 5 for Single Player with 3
- Estimated Costs have increased from 3-5 to 4-6. Replace the Actual Costs for each die roll with the following: 1 – 2 with 3, 2 – 3 with 4, 3 – 4 with 5, 4 – 5 with 6, 5 – 6 with 8, and 6 – 8 with 9.
- Replace the original Value of 7 for Multiplayer with 5
- Estimated Costs have increased from 3-5 to 4-6. Replace the Actual Costs for each die roll with the following: 1 – 1 with 3, 2 – 2 with 3, 3 – 4 with 5, 4 – 6 with 7, 5 – 8 with 9, and 6 – 10 with 12.

Use the Wheel of Reality Risk Management Estimation Game Exercise to determine how you may need to adjust your roadmap or priorities to minimize the risk of this new information. Submit a copy of the Estimation Risk Management Game to support this potential impact on the project.