Risk Assessment

* Low Impact: Will have a small impact on the project and can be easily managed with correct preparation
* Medium Impact: The project can continue but it's scope may be affected
* High Impact: Will have a severe effect on the project in terms of its scope and completion

Format

* Proposed risk; impact level
  + Course of action

Proposed Risks

* A team member may fail to submit work or a group member may leave, resulting in the inability to complete some of the key tasks; high impact
  + Bring this to the attention of the lecturers, potentially placing the individual on ‘splash screen duty’ and ensuring that the remaining members of the group are capable of completing the outstanding work that is required to reach a minimum viable product (MVP) that meets the brief.
* The game may not be deemed to have 'fun factor' by target audience; medium impact
  + Create an MVP as soon as possible so that we can begin playtesting and collecting feedback from users so that we can iterate the project
* The art style may differ due to having multiple designers; low impact
  + Either have one designer creating the final designs for each art piece or create an art style guide so that each member can attempt to replicate the correct techniques etc.
* A lack of communication between group members; low impact
  + Ensure that the group meets for a three hour game jam at least once a week, holding Discord meetings if physical meetings are not possible. Also ensure that individuals update the group about their tasks via the university email system.
* Feature creeping, when the group keeps adding things to the project without fine tuning what is currently in place; medium impact
  + Ensure that each group member is staying on track and fully understands their tasks, polishing what is present in the game build and ensuring that tasks with high priority in the backlog are completed before those with lower priorities.
* Unknown software bugs; high impact
  + Ensure that the build is always being tested by different users before uploading the game build, collecting their feedback and fixing the project based on this.
* A loss of work; medium/high impact dependent on amount of work lost and the point during project this occurs
  + Each group member should have multiple back ups of their work and any presentation on cloud based systems, as well as any external storage devices.
* The game does not fit the brief; high impact
  + Come up with a solid game idea that can be pitched to the lecturer’s early during the development process, backed up by prototypes and any appropriate concept art etc.