Group 8 – Risk Assessment

The severity scale ranges from 1 – 10.

1 – 4: These won’t affect the direction of the project and can be overcome by simple preparation.

5 – 7: These can affect the direction and scope of the project. They can be countered with thorough planning and playtesting.

8-10: These would cause the project to no longer meet the brief or severely effect the projects direction.

Risk: The project couldn’t be completed in the allocated time.

Severity: 10/10

Action: As a manager, the skills of the team will be tested to determine if our designs are able to be completed. The prototyped mechanics will also show that the idea/designs could be achieved in the time provided.

Risk: Work may be lost, locally or on Github.

Severity: 10/10

Action: Backups of all work shall be kept online, offline and on a separate hard drive.

Risk: A team member may leave the project or stop attending/submitting work.

Severity: 9/10

Action: As a manager, make sure that there are atleast 2 members of the project proficient in every needed role. If there is only one, then tasks will be set so other members can research another field. Code will also be commented and file paths will be kept clear.

Risk: The prototype may not be completed in time.

Severity: 8/10

Action: As a project manager, research code so a prototype can be made in a short amount of time if needed. If a programmer is falling behind schedule, determine how we will move forward and if needed, setup a meeting with a lecturer that can help in the given field.

Risk: The game may not be symmetrical.

Severity: 8/10

Action: All ideas and designs shall be pitched to the “stakeholders” multiple times throughout the project to ensure that they meet the brief. If the project manager is unsure, a meeting will be setup with a “stakeholder” to clarify.

Risk: The game mechanics may not be considered “fun” by the target audience.

Severity: 6/10

Action: The team will each have the game playtested by our target audience throughout production so if needed, iterations may be carried out early on.

Risk: The game may be un-balanced.

Severity: 6/10

Action: The game will be thoroughly playtested by our target audience to iron out any balancing issues we encounter.

Risk: The game may be too challenging for our target audience.

Severity: 6/10

Action: The game will be thoroughly playtested by our target audience and any difficulty issues will be iterated based on the feedback we receive.

Risk: The art assets may not be fully optimised for mobile devices meaning it will run poorly and assets will have to be altered.

Severity: 5/10

Action: As a manager I would discuss with the programmer, what they will need the artists to do in order to be fully optimised for mobile devices. The programmer will stay in constant communication with the artists to ensure all artwork is optimised to an acceptable standard.

Risk: The scope of the project may be too large.

Severity: 5/10

Action: We will pitch an idea to the “stakeholders” at the start of the project and go with a plan to not add anymore mechanics, only iterate on the current mechanics and tweak them to balance. Constant checks will be carried out on the teams workloads to make sure all members are on track. If any member falls behind schedule, tasks will be readjusted in the next sprint to get the project back on track.

Risk: Team members may encounter problems within their fields that other team members cannot assist with.

Severity: 5/10

Action: As a manager, I would discuss the best course of action with the member in question and help set up a meeting with a lecturer that will be able to offer assistance.

Risk: Group member/s may become very nervous when presenting and not be able to present to the best of their ability.

Severity: 4/10

Action: Every member will thoroughly practice every slide of each presentation, not just their own so that they can take over another members slides if needed.