**Risk Assessment – Maze Game**

This game will need to have two mazes that each player navigates though, these must be as balanced as possible, especially if we go ahead with having a competitive mode where the players can pick up items to disrupt the other player/s. If we do not have each side of the maze balanced correctly we will quickly lose our audience due to one player having an advantage over the other. Interactions throughout the maze will need to be clear and intuitive so players will have a clear understanding of what their objective is throughout each level.

The art and asset risks we will face as a team will be quite high due to the team lacking a designer/artist/modeler this means that to overcome this problem we will have to dedicate some of our time and resources away from programming the mechanics and try and create some assets ourselves, although this isn’t a model heavy game, it will still take a lot of resources as none of the team members are trained in modelling so will require one or both of us to spend time learning 3DS Max or Blender. A way to mitigate this risk would be to outsource a modeler however there are also risks associated with this option where the individual in question might not understand what we are asking them to create, their other commitments could take over and leave us stranded and many other situations. The third option would be to acquire assets that have already been created from the asset store, these could be free or paid. This will reduce the risk of having the work pulled out from under us and will also allow the team to keep resources into programming the game.

The game will be created in Unity3D which is a technology both team members are quite proficient in, this reduces the risk of having to learn a new technology which will push back production time. The game will need to keep track of the players progress saving which levels have been completed so the players can leave and come back later picking up from where they left off rather than having to restart the whole game over and over.