

<u>ID</u>	<u>Type</u>	<u>Description of Risk</u>	<u>Likelihood 1-5, where 5 is the most likely</u>	<u>Severity 1-5, where 5 is the most severe</u>	<u>ID of linked Requirement (Optional)</u>	<u>Mitigation strategy</u>
1	Technological	Game engine failure	1	5		In the event of a catastrophic problem with the game engine, the game should be ported to a new game engine which we have previously researched.
2	Project	Project not being completed in time	2	4		If the implementation cannot be completed in time for handover, all steps should be taken to ensure documentation for the next group is as accurate and self explanatory as possible
3	Technological	Data loss	2	4		Data/code should be stored online where possible and backed up on multiple personal computers as well.
4	Project	A member of the team becomes unavailable to work	1	3		Online data should be synced with the team member's work before they become unavailable, then another member of the team takes over the responsibilities
5	Technological	Game runs poorly on customer's chosen PC	1	3	NFR5	Early access to specs of the customer's PC
6	Legal	Use of an unlicensed piece of software in our project	1	4		The software should either be replaced or licensing should be sought after
7	Project	Requirements change	2	2		Update our requirements page; rework planned methods and update strategy + plan for

						implementation
8	Project	Art style is inconsistent	1	1	U17	Art creation for a screen (e.g. menu screen) should come from the same developer, otherwise it should be replicated where possible