**Requirements Risk:**  
**Design risk**: Risk of not including the right features that create a potent value proposition for your target audience.

* **Scope risk**: Risk of not doing enough or doing too much.

**Execution Risks:**

* **People Risk**: Risk of not having the right people with the right motivation and methods of work to execute. Often creative risk can be in conflict with the constraints of financial risk.
* **Technical Risk**: Risk that major technology relies upon will fail. The obvious aspects of technical risk are things like rendering engines, path finding, etc. In games, technical risk also fluctuates wildly with the addition of new game mechanics.
* **Schedule Risk**: Risk of delaying the product and missing a competitive window in the market place.
* **Quality risk**: Risk of errors. A product that solves all other factors, but includes bugs and other malfunctions.