Risk assessment and mitigation
Group 30 Triple 10
Team Members:
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Part a)

Before blindly coding the project, it is vital to consider the risks that are involved in the project as a whole. Ensuring that each risk has a mitigation plan in place to avoid problems occurring in the future. Identifying the risks that are involved with the project was the first thing on our agenda.

Initially, we had a discussion as a team to construct a list of all potential risks. As such, each team member was given the opportunity to voice their opinions, allowing a comprehensive list to be developed. Unfortunately, with this approach, there may be risks that get included that are redundant. To eliminate this danger, we reviewed the list and removed any such risks.

The risk management process began with risk identification, where we brainstormed potential risks that may pose an issue during project development. After briefly assessing each risk, those with a lower probability of occurrence or severity were dismissed so that less time was wasted monitoring unnecessary risks. Continuing with our analysis, we discussed each risk and determined a likelihood and severity rating. Allowing us to assign them to the most relevant team member.

Importantly, each risk needed a mitigation plan to limit its impact on the overall project. Completing this step required the team to meet and collaboratively determine what the best strategy for the risk would be. Consequently, it allowed members to look at the problem from different perspectives, ensuring that the members are critically evaluating the plans.

Following the development of the risks, we would need to correctly and effectively format the risk register so it's easily accessible and readable. Using sources from online [1], there is a common format that the risk register should follow: risk ID, risk description, risk likelihood, risk severity, risk mitigation, risk ownership, and risk strategy. It is critical that the risk ID naming be consistent throughout the project in order for risks to be easily identified. Although the source cited states the need for a risk breakdown structure, as a group we believe this is not a necessity for our project. This is because, given the nature of the project, there are not an overwhelming number of risks, so we do not need a breakdown. In fact, having a risk breakdown structure may overcomplicate the risk register.

Part b)

The Risk Register

ID	Type	Description	Likelihood	Severity	Mitigation	Owner	Status
R1	Project	Programmers become unavailable	L	M	We have 3 programmers so one should always be free	Labib	Not occurred
R2	Project	Game can't run on several platforms	L	M	Ensure we develop the game to be supported on several operating	Robin	Not occurred

ID	Type	Description	Likelihood	Severity	Mitigation	Owner	Status
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R3	Project	Can't resize game window	L	H	Ensure we develop a method to resize	Robin	Partly occured
R4	Technology	Choosing the wrong library for our game	L	H	Look at the advantages and disadvantages of each library and ensure we choose the right one for our game	Kelvin	Not occurred
R5	People	Game too hard/easy	M	L	Ensure game balance is thoroughly explored and tested	Riko	Not occurred
R6	Team	Poor distribution of work	M	H	Organise what we're all doing together	Amy	Not occurred
R7	Team	Not having clear set goals	M	M	Set clear goals so we all know what we're doing	Amy	Confusion over goals set
R8	Project	Program is littered with bugs making it unplayable	M	H	Have a good game design and clean code that makes debugging the game quick and easy	Labib	Not occurred
R9	People	Player unsure of how to play the game or what controls to use	M	H	Use standardised controls such as "wasd" and have instructions on screen to help users play the game	Robin	Not occurred
R10	Project	Loss of game files or information files	M	H	Make sure that we always have a backup of any files we're working on (especially the important ones!)	Amber	Not occurred
R11	People	Not meeting deadlines	L	H	Always have someone that's checking progress on a weekly basis and making sure that workflow is on track	Amber	Not occurred
R12	Project	Not meeting assessment requirements	L	H	The first things to implement in the game are the functionalities needed to complete the requirements.	Kelvin	Not occurred

ID	Type	Description	Likelihood	Severity	Mitigation	Owner	Status
R13	Project	Infrequent maintenance of the website	M	M	Make sure that as part of each weekly meeting, we add a plan or add directly to the website	Riko	Not occurred
R14	Project	Report format unclear and hard to read/ not enough detail about our project	L	H	Ensure report is reviewed by the group and meets assessment requirements	Amy	Not occurred
R15	Project	Poorly designed website	L	M	Follow HCI design rules and heuristics	Robin	Not occurred
R16	Project	Inappropriate assets or assets we don't have a licence to use	L	H	Make sure that all assets fit the theme of the game and come from a trusted source	Kelvin	Not occurred
R17	Team	Badly managed risk management	M	H	Make sure that everyone keeps on top of the risks they're owners of to make sure that all risks remain well observed	Amy	Not occurred
R18	Team	A team member leaves the project	L	H	Regular meetings should make sure everyone is fine and working on the project.	Amber	Not occurred
R19	Project	Network fails before a commit	L	M	Make small commits often and if this happens review conflicts	Riko	Not occurred
R20	Team	A member becomes unavailable for an extended period of time	M	M	Regular communication between team members	Labib	Not occurred
R21	Technology	A library being used becomes unavailable or deprecated in the middle of the	L	M	Choose popular open source libraries that have a large community around them	Kelvin	Not occurred

ID	Type	Description	Likelihood	Severity	Mitigation	Owner	Status
		project					

[1] https://reciprocity.com/blog/how-to-build-a-risk-register/