Risks

Throughout extended conversation between team members, many invasive roadblocks and possible deficiencies in programming knowledge and/or skill, including access to necessary software have been identified. After the initialization process in individual task assignment, it has become seemingly clear that majority (if not all) team members have limited knowledge regarding the utilization and the detailed specifics of C#. Although, attempts to recompensate have been made through regular practice, the use of tutorial and video content. Furthermore, Unity as a game development tool contains various features, all of which are highly sophisticated and complex to say the least. This conjures a multitude of risks in terms successfully (and correctly) applying any and all required Unity based concepts across the entire development process with addition to appropriately implementing the previously mentioned complementary C# code. Another major collective aspiration is to implement support features toward visual impaired individuals (more specifically colorblindness). Seemingly quite straightforward, attaining information in regard to the colorblindness spectrum and accurately emulating associated colors in Unity may require some compromise and therefore creates various limitations in design and structure of the general program. Such difficulties if not successfully managed and quarantined, may impact overall group efficiency alongside possible degradations in motivation, time management skills and most importantly the successful and satisfactory completion of all project components prior to final submission.