Risk Identification Sheet

Project: Apple Haptics OTT Simulation
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Risk ID	Risk Category	Description	Impact Level	Likelihood	Mitigation Plan
R-001	Technical	Haptic feedback may not function consistently across all iPhone models	High	Medium	Limit support to iPhone X and above; conduct device-specific QA
R-002	Technical	Battery drain due to continuous haptic feedback	Medium	High	Add toggle to control haptics (Off, Low, Medium, High); notify users in settings
R-003	Usability	Feature not useful for non-action/horror genres	Medium	High	Allow user to disable haptics; activate only for relevant genres
R-004	Execution	Delay in creating haptics for large content library	High	Medium	Prioritize genre-focused rollout; plan phased implementation
R-005	Measurement	No real-time test users; can't validate actual user feedback	High	Medium	Use reviews from F1 haptics trailer; estimate impact via secondary metrics
R-006	Technical	Latency issues may break immersion	High	Low	Use Apple Core Haptics API benchmarks; test trigger points in simulation
R-007	Design/UX	Toggle/settings may confuse users if poorly placed	Medium	Medium	Follow standard Apple UI/UX guidelines; include visual labels and onboarding tips
R-008	Testing Environment	No real iOS app or environment to test actual haptic response	High	High	Use wireframes + pseudo simulation; test through peer review
R-009	Scalability	Future integration with iPads and older models is uncertain	Medium	Low	Limit current scope to iPhone X and above; mark older devices as unsupported
R-010	Feature Perception	Feature may be seen as gimmicky if not impactful enough	Medium	Medium	Market it as immersive add-on; show in trailers and allow toggle