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| No | **Potential Risk** | **Possible Adverse Effects** |
| 1 | Team member dropping out / becoming unavailable | Delayed product, Added stress on team members, |
| 2 | Change of team roles | Confusion with peers work, adjustment time. |
| 3 | Inaccurate Gantt/PERT chart | Cause a heavier workload when approaching the deadline |
| 4 | Team discourse | Delay in work, breakdown in communication & organisation |
| 5 | Delayed product | Unhappy client |
| 6 | Member doesn't know how to complete task | Project could be left incomplete or potential loss of time |
| 7 | Final product does not meet spec | Failed product, unfinished product |
| 8 | Code running on one machine but not another (?) | May not work for the client, no actual product for them |
| 9 | Aspects of the code not being tested and buggy (?) | Untested code could break the program and make it not functional for the client |
| 10 | Changes in spec | The architecture of the game may be inflexible to the required changes |

Risk Assessment 1

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| Identification  Unexpected loss of a team member | Analysis  Would cause reassignment of work and increase workload for each remaining member, causing undue stress, delay in schedule and possible reduction in quality of the final project or even delay in hand-in |
| Mitigation  Create complete documentation for each assigned task, commented code etc... Ensure apt communication between different areas of the project to allow for transition if needed | Monitoring  Team members by diligent of their schedule and any upcoming factors that may mean they cannot participate. Communicate these with team to allow for appropriate planning |

RIsk Assessment 2

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| Identification  Changing roles within the team | Analysis  Can cause confusion with building on existing work as different people will have different method. May require a adjustment period that may delay the project. |
| Mitigation  Clearly document work so that it may be understood by anyone viewing it. Keep open communication with your tasks so the whole team is aware of the overall progress of the game | Monitoring  One role may be to manage the upkeep of documentation and planning so that everyone is sure of that method being used to complete the game |

Risk assessment 3

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| Identification  Inaccurate GANTT/ PERT chart | Analysis  Inaccurate time management may cause a more strenuous workload in order to compensate for the size of the task and the loss of time due to incorrect spread of work overtime. Also can cause the pipeline to be delayed |
| Mitigation  Break down the problem into trivial tasks that can be accurately measured and predicted in terms of time so we can get a more accurate idea of time required. Ask for help when falling behind. | Monitoring  Keep communication with the status of ongoing tasks so as to ensure they are completed on time. |

Risk assessment 4

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| Identification  Team discourse | Analysis  Arguments within the team can lead to a breakdown in communication between the different roles and aspects of the game, resulting in a breakdown of the pipeline. |
| Mitigation  Keep communication and voice your opinions appropriately when applicable. Respect your team | Monitoring  Team meetings can be used to check in with the morale and mental state of all team members in relation to the coursework |

Risk assessment 5

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| Identification  Delayed product | Analysis  If the project is not managed correctly due to many things such as tasks not being distributed evenly giving someone too much work, inaccurate assumption on how long a task will take to complete, lack of knowledge on how to use resources or team member leaving or being ill. |
| Mitigation  Be vocal about what is going with you and your tasks, as well as communicating with the group and problems that might be occuring. | Monitoring  In the meetings keep checking if anyone in the group is overwhelmed or stuck on there tasks, as well as discuss if the right time has been set for tasks and if tasks are needed to be moved to someone else. |

Risk assessment 6

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| Identification  Member doesn't know how to complete task | Analysis  If a member cannot complete their tasks the whole project could end up unfinished or be delayed. |
| Mitigation  Ensure that everyone knows how to use the resources for their tasks, make sure tasks are split to what suits people’s strengths. | Monitoring  Team meeting are a good place to tell others the struggles you are  having. As well have having a document in place which tracks completed tasks(gantt chart). |

Risk assessment 7

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| Identification  Final product does not meet spec | Analysis  If the final product is missing aspects of the specification the project could fail. Or lead to a unhappy customer. |
| Mitigation  Have all of the projects specifications written down and mark which ones are completed and which ones still need to be worked on.. | Monitoring  Keep checking this document containing completed and uncompleted tasks. |

Risk assessment 8

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| Identification  Sudden new requirements | Analysis  If there is a new requirement, this will have to be worked in our plans that will have already been made at this point. |
| Mitigation  Ensure that our time and resource management is flexible to an extent to allow us | Monitoring  Check ins with the customer on a regular basis to ensure their requirements are consistent or keep track of when they change. |