Risk Assessment

Risk #1: Technical

Likelihood of risk: High

Potential impact on the project: High

Ways to address this risk: Lack of familiarity with building a web-based game could lead to development issues and delays. Assign a team member who has experience with web-based game development to guide the team and provide support.

Risk #2: Schedule

Likelihood of risk: Medium

Potential impact on the project: High

Ways to address this risk: The project may not be completed within the five-week timeframe. Regularly monitor progress and adjust timelines as needed. Ensure that team members are aware of project deadlines and deliverables.

Risk #3: Quality

Likelihood of risk: medium

Potential impact on the project: Medium

Ways to address this risk: Quality issues could arise, impacting the user experience and overall success of the game. Define quality standards throughout the development process. Test the game regularly and incorporate feedback to improve quality.