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**Professor Panic: The Academic Exodus**

Risk Management Plan

Version 1.1

11/29/2023

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**Professor Panic: The Academic Exodus**

**Risk Management Plan**

**12/01/2023**

**WESTERN NEW ENGLAND UNIVERSITY**

**CPE -425, 525 SOFTWARE ENGINEERING**

**Team#1 Project**

DOCUMENT APPROVALS

|  |  |  |
| --- | --- | --- |
| **NAME** | **SIGNATURE** | **DATE** |
| David Melanson (Project Lead) |  |  |
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| Sydney Adams-Jones |  |  |

# DOCUMENT CONTROL / REVISION HISTORY

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| --- | --- |
| **TITLE** | Risk Management Plan |
| **REPOSITORY LOCATION** | GitHub |
| **URL** | https://github.com/PJB01/Academic-Exodus |

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 10/28/2023 | 1.0.0 | Initial Draft | DM |
| 12/01/2023 | 1.1 | Minor revisions, added doc control | All |
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**Risk Management Plan for Academic Exodus: Professor Panic**

**Project Overview:**

"Professor Panic: The Academic Exodus" is an immersive gaming experience that offers a unique blend of academic adventure, intricate multi-floor gameplay, and strategic combat using a pencil icon. Delve into a captivating world where academic exploration meets challenging adversaries and complex puzzles.

**Risk Identification:**

1. **Lack of Experience:**
   * *Risk:* Inexperienced team members may struggle with complex coding, design, and project management tasks.
   * *Mitigation:* Online tutorials to enhance team members' skills. Encouragement of team collaboration and peer-to-peer learning.
2. **Scope Creep:**
   * *Risk:* Project requirements may expand beyond the initial scope, leading to delays and feature creep.
   * *Mitigation:* Clearly define project requirements and features from the beginning. Regularly review the project scope and seek approval for any changes from the project stakeholders.
3. **Communication Issues:**
   * *Risk:* Inadequate communication among team members leading to misunderstandings and delays.
   * *Mitigation:* Establish regular team meetings, use communication tools, and maintain clear documentation. Encourage open communication and active participation from all team members.
4. **Technical Challenges:**
   * *Risk:* Unexpected technical difficulties or defects in the game development process.
   * *Mitigation:* Conduct thorough testing and debugging regularly. Seek assistance from instructors, online communities, or forums when encountering technical roadblocks.
5. **Time Management:**
   * *Risk:* Poor time management may result in missed deadlines and incomplete tasks.
   * *Mitigation:* Implement a project timeline with clearly defined milestones and deadlines. Regularly track progress and adjust schedules as necessary. Encourage team members to manage their time effectively.

**Risk Assessment and Response:**

1. **High Priority Risks:**
   * *Response:* Allocate additional resources, seek help from instructors or experienced developers, and consider simplifying certain features if necessary.
2. **Medium Priority Risks:**
   * *Response:* Monitor these risks closely, have backup plans in place, and assign specific team members to work on mitigation strategies.
3. **Low Priority Risks:**
   * *Response:* Document these risks and keep them under observation. If they escalate, apply appropriate mitigation strategies promptly.

**Risk Monitoring and Control:**

1. **Regular Risk Assessment:**
   * Conduct regular risk assessment meetings to identify new risks and assess the effectiveness of existing mitigation strategies.
2. **Risk Documentation:**
   * Maintain a risk register to document identified risks, their impact, probability, and mitigation strategies. Keep the register updated throughout the project.
3. **Continuous Improvement:**
   * Encourage a culture of learning from mistakes. Regularly discuss challenges faced and identify ways to improve processes and skills.

**Conclusion:**

By proactively identifying, assessing, and mitigating risks, the team can navigate the challenges posed by the lack of experience and successfully complete the development of Professor Panic: The Academic Exodus. Regular communication, collaboration, and a focus on learning will be key to the project's success.