

Risk assessment and mitigation- Risk1

Dragonite Team 21

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Risks affecting the project

We are structuring the risk management part of the project as a table in a text document. Searching for specific risks is able to be with the ID or key words found in the description which is useful when risks are referenced in other documents through the ID system. Each record will be an individual risk, an ID, what it affects, likelihood of occurring, severity and the mitigation we have considered to prevent it from becoming an issue or to reduce its impact on the project.

This table will be able to be used in other documents to help keep them uncluttered as the explanation and mitigation of a risk will be included in this document so there will be less conflicting information between documents and overall reduced data redundancy. You will not see two different answers for a risk in different documents they will both appear in this document.

For likelihood and severity we will use a three stage classification:

L - Low

M - Medium

High - High

We are using three stages as this gives enough variety to better understand the categories without having too many fractions which could describe a risk. It helps to rank the risks and group them so we can prioritize High grouped risks in mind during development while only looking back at Low grouped risks less frequently or during reviews of tasks.

ID	What does it affect?	Description	Likelihood	Severity	Mitigation
R1	Project	Leadership Issues like change in leadership	M	H	Assign the leadership role to a team member Laissez-faire strategy
R2	Project	A team member becoming unavailable	M	M	Assign more than 1 person to each task.
R3	Project	Graphics library unavailable (not downloaded) on new computers	H	H	Use a few computers that have already downloaded the required libraries and loaded up the game.
R4	Product	Lack of knowledge in the libraries used in the project	H	M	Research libraries prior to starting the project.
R5	Product	The library could be old and be unsupported by the latest versions of the program	L	M	Use a similar more updated version of the library
R6	Product	Changes in User Requirements	L	L	Have bi-weekly meetings with the customer
R7	Product and Project	The specification takes too long	L	M	Make a schedule and make sure we are kept in track
R8	Business	There will be similar games created in our course	H	L	Plan for a more unique design. More eye catching.
R9	Product	Too many boats on screen can cause visual clutter on the screen.	M	M	Reduce the amount of opponents the player has to compete against
R10	Product	May not be fun due to the game being too long	L	M	Reduce the play time of the game
R11	Product	May lead to the player not being able to move due to running out energy and not being able to finish the race	L	L	Set a fixed speed for the player and have the player get tired after using acceleration.
R12	Product	Display of controls aren't displayed too explicitly as it is very simple.	L	M	Add a separate controls screen to advance from or enlarge the current controls display.

R13	Product	If there is no variation in the route the player is more likely to get bored	M	M	Make different routes for the race to take place on
R14	Product	Sensitivity of the collisions needs to be high else game can be frustrating	M	M	Using multiple polygons for collision boxes and quick checks for if there are overlaps in collision boxes
R15	Product	The user may find the game difficult.	M	M	Start the game at an easy level to get the user used to the controls and environment.
R16	Product	Objects/Boats looking similar making it confusing for players to discern what is what. Similar textures can become boring	M	L	Varying designs in the objects so they do not look the same. Boats will have different colours; this is not the most inclusive but is to reduce time on producing assets.
R17	Product	Maximising the screen may conflict with the game's preset resolution cause certain buttons to be unusable.	H	M	Make use of percentages instead of pixels.
R18	Project	Development may run overtime and the project may not be delivered on time.	L	H	Focus on the core aspects of the game first.
R19	Business	Game is able to run solely on desktop devices therefore missing out on a larger target audience within areas such as mobile gaming.	H	M	Make it cross platform.
R20	Product	Lack of accessibility and other settings may cause user discomfort (e.g. inability to reduce brightness may cause eye-strain).	L	M	Allow users to access settings such colour brightness/correction.
R21	Project	On older computers, there might be memory constraints that affect the game performance	L	H	Make sure that the most efficient implementation is used.