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CSCI 413

Project v2

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Key of Serious/Effects Scale
Insignificant
Tolerable
Serious
Catastrophic

Team DeadBeef's Risks

- **1 During Preparation of Version 1**
  - **Type of Risk:** Technology
  - **Classification:** Product
  - **Name of the Risk:** Unit Testing Framework
  - **Description:** As a team we must find a unit testing framework that will work in our environment, and those unit testing frameworks must help us test our project.
  - **Probability:** High
  - **Seriousness/Effects:** Tolerable
  - **Strategy:** Contingency
    - **Description of Strategy:** Our strategy is use a form of a Contingency plan where we research backup unit testing frameworks before completely committing to just one framework just in case the current one does not operate for our environment or just doesn't work at all.

- **2 <u>During Preparation of Version 1</u>**
    - **Type of Risk:** Requirement
    - **Classification:** Project and Product
    - **Name of the Risk:** Requirements Change
    - **Description:** There will be an incremental amount of changes that our professor will give us for the project.
    - **Probability:** High
    - **Effects:** Serious
    - **Type of Strategy:** Contingency plan
        - **Description of strategy:** Our strategy is to use software like Gantt and GitHub to keep track of what we need to do to complete the project.

- **3 <u>Now and When Version 2.0 is Due</u>**
    - **Type of Risk:** People
    - **Classification:** Project
    - **Name of the Risk:** Group Member Illness
    - **Description:** A group member my unavailable to work on the project due to being sick.
    - **Probability:** Moderate
    - **Effects:** Tolerable
    - **Type of Strategy:** Minimization Strategies
        - **Description of Strategy:** Our strategy is to use our Gantt and GitHub to track the progress of each member in the team. With these tools, we can help cover the uncompleted work.

- **4** **<u>During Preparation of Version 1</u>**
    - **Type of Risk:** Organizational
    - **Classification:** Project and Product
    - **Name of the Risk:** Game Engine Change
    - **Description:** In case of any compatibility issues with the requirements for the projects with the current game engine, we would have to switch to a different game engine.
    - **Probability:** Low
    - **Effects:** Serious
    - **Type of Strategy:** Minimization Strategies
    - **Description:** Our minimization strategy would be to skip the requirement and either made do without that requirement or attend to that requirement by "cutting corners".

- **5** **<u>During Preparation of Version 1</u>**
    - **Type of the Risk:** Estimation
    - **Classification:** Project and Product
    - **Name of the Risk:** Time to Unit Test the Software is Underestimated
    - **Description:** Unit testing the software is cortical and is a requirement for version 1.0 and is implied for version 2.0. Our unit testing tools could take up more time that we estimated, which could make us late to turn in the project.
    - **Probability:** Low
    - **Effects:** Serious
    - **Type of Strategy:** Contingency Plan
    - **Description:** Our strategy is to have a contingency plane where we would have backup testing software incase our current testing software is underperforming.

- **6 When Version 2.0 is Due**
    - **Type of the Risk:** Technology
    - **Classification:** Project and Product
    - **Name of the Risk:** Software unavailability
    - **Description:** : Workers will not be able to download the necessary software for the project
    - **Probability:** Very Low
    - **Seriousness/Effects:** Tolerable
    - **Type of Strategy:** Contingency Plan
    - **Description:** We had a contingency plan where if the software was not available to one user, we were able to provide the software elsewhere for the user to work on the project.

- **7 When Version 2.0 is Due**
    - **Type of the Risk:** Organizational
    - **Classification:** Project
    - **Name of the Risk:** Specification Delays
    - **Description:** : Specifications of essential data are not available on schedule
    - **Probability:** Low
    - **Seriousness/Effects:** Insignificant
    - **Type of Strategy:** Minimization strategies
    - **Description:** We would minimize this by having constant updates on what is done and if any parts are not completed yet or need to be extended past the original date, we would work more on the part needed to be completed.

- **8 When Version 2.0 is Due**
  - **Type of the Risk:** Technology
  - **Classification:** Product
  - **Name of the Risk:** CASE tool underperformance
  - **Description:** CASE tool does not perform as expected.
  - **Probability:** Very Low
  - **Seriousness/Effects:** Insignificant
  - **Type of Strategy:** Contingency plan
  - **Description:** We had a contingency plan where if one CASE tool; a system software as an example; were to fail, then we already had another system software to use so the product can be made on time.

- **9 Version 1, Now, and Version 2.0 is Due**
  - **Type of the Risk:** Requirements
  - **Classification:** Product and Project
  - **Name of the Risk:** Requirements updates
  - **Description:** Were not given all specified requirements necessary for the product.
  - **Probability:** High
  - **Seriousness/Effects:** Insignificant
  - **Type of Strategy:** Minimization strategy
  - **Description:** We would minimize this by seeing waiting by schedule; since each new requirement was given after the chapter; to see what the new requirement is and who can best perform the requirement.

- **10 Version 1, Now, and Version 2.0 is Due**
    - **Type of the Risk:** People
    - **Classification:** Project
    - **Name of the Risk:** Skill underestimate
    - **Description:** The skills of group members were not able to perform specific tasks.
    - **Probability:** Low
    - **Seriousness/Effects:** Tolerable
    - **Type of Strategy:** Avoidance strategy
    - **Description:** If a member could not perform a specific task due to lack of knowledge/skill, the task was distributed to a member who was able to perform said task.

- **11 Now, and Version 2.0 is Due**
    - **Type of the Risk:** Technology
    - **Classification:** Project
    - **Name of the Risk:** Hardware unavailability
    - **Description:** Hardware is unavailable to one or more
    - **Probability:** Low
    - **Seriousness/Effects:** Tolerable
    - **Type of Strategy:** Avoidance strategy
    - **Description:** If a member did not have the hardware; a computer for example; available or had hardware with lack of resources, other members would be able to support that specific member.

- **12 Version 1, Now, and Version 2.0 is Due**
    - **Type of the Risk:** Organizational
    - **Classification:** Project
    - **Name of the Risk:** Scheduling Issue
    - **Description:** Difficulty of scheduling meetings where every group member is present
    - **Probability:** Moderate
    - **Seriousness/Effects:** Tolerable
    - **Type of Strategy:** Contingency Plan
    - **Description:** We have a plan where if one or more members would not be able to attend the meeting, the members that would show up would tell the members that were unavailable.

- **13 Version 1 and Version 2.0 is Due**
    - **Type of the Risk:** Estimation
    - **Classification:** Project
    - **Name of the Risk:** Deadline
    - **Description:** Deadline and milestone is not clear to the team. Delivering the project to the customer later than the deadline.
    - **Probability:** Very Low
    - **Seriousness/Effects:** Serious
    - **Type of Strategy:** Contingency Plan
    - **Description:** Our strategy is using some kind of software like Gantt and GitHub to keep track of the process of every member in the team. And we can also do the work break down structure base on what member should and have to do base on their level.

- **14 <u>Version 1 and Version 2.0 is Due</u>**
    - **Type of the Risk:** Estimation
    - **Classification:** Product and Project
    - **Name of the Risk:** Bug Repair
    - **Description:** The amount of time to repair any and all defects is underestimated
    - **Probability:** High
    - **Seriousness/Effects:** Tolerable
    - **Type of Strategy:** Minimization Strategy
    - **Description:** Our strategy would be to test the software after a single change is implemented if the bug is still occurring and see if others arise.

- **15 <u>Version 1, Now, and Version 2.0 is Due</u>**
    - **Type of the Risk:** People
    - **Classification:** Project
    - **Name of the Risk:** Leader Dies do to Seppuku
    - **Description:** The leader dishonored his family so had to do the honorable notion of performing Seppuku
    - **Probability:** Very Low
    - **Seriousness/Effects:** Catastrophic
    - **Type of Strategy:** Avoidance Strategy
    - **Description:** Our strategy would be to make sure the leader does not dishonor family, or commit Seppuku.

- **16 Version 2.0 is Due**
    - **Type of the Risk:** Requirement
    - **Classification:** Project and Product
    - **Name of the Risk:** Complexity of Efficient Encryption
    - **Description:** The time spent deciding the difficulty of the encryption data and product.
    - **Probability:** Moderate
    - **Seriousness/Effects:** Tolerable
    - **Type of Strategy:** Minimization
    - **Description:** Our strategy was to have multiple in the group think of different ideas for encryption patterns. We had two members collaborate using the ideas of the team to create the encryption.

- **17 Version 2.0 is Due**
    - **Type of the Risk:** People
    - **Classification:** Project and Product
    - **Name of the Risk:** Member Outside Workload
    - **Description:** The members of team have large to equally as taxing work to be done for other courses making it hard to concentrate on the project.
    - **Probability:** Very High
    - **Seriousness/Effects:** Serious
    - **Type of Strategy:** Minimization
    - **Description:** Our strategy was to have effectively used a schedule in order to divide up their time to complete their required tasks.

- **18 Version 1 and Now**
  - **Type of the Risk:** Estimation Risk
  - **Classification:** Project and Product
  - **Name of the Risk:** Project Part Scheduling
  - **Description:** The amount of time it would take to complete each part and when to do each part.
  - **Probability:** Low
  - **Seriousness/Effects:** Insignificant
  - **Type of Strategy:** Minimization
  - **Description:** Our strategy was to have group collaboration on when to do each part.

- **19 Version 1 and Now, and Version 2 is Due**
  - **Type of the Risk:** Estimation
  - **Classification:** Project and Product
  - **Name of the Risk:** Part Dependence
  - **Description:** The effect each part would have on another and the dependence of other parts on that single part.
  - **Probability:** High
  - **Seriousness/Effects:** Serious
  - **Type of Strategy:** Contingency Plan
  - **Description:** If one part of the project is affected by another part in any way, whether it is indirect or direct. The course of action will need to be informed and taken by all group members.

- **20 <u>Version 1 and Now, and Version 2 is Due</u>**
    - **Type of the Risk:** People
    - **Classification:** Project
    - **Name of the Risk:** Team Member Vacation
    - **Description:** I am going out of town for spring break and will be nowhere near my computer for a majority of my vacation.
    - **Probability:** High
    - **Seriousness/Effects:** Tolerable
    - **Type of Strategy:** Minimization strategy
    - **Description:** Our strategy is to get everything needed done before the break starts and upload when opportunity arises.