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CSCI 413

Project v2

April 22 2017

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| **Key of Serious/Effects Scale** |
| Insignificant |
| Tolerable |
| Serious |

* **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 During Preparation of Version 1**
  + **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 Now and When Version 2.0 is Due**
  + **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 During Preparation of Version 1**
  + **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 During Preparation of Version 1**
  + **Classification:** Estimation
  + **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.