| **Nature of Risk** | **Likelihood of Risk** | **Impact of Risk** | **Mitigation of Risk** | **How will risk be monitored?** |
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| Lack of support during development. | Medium. There are only 4 members on the development team. | Very High. It will be extremely difficult to maintain similar levels of productivity with only three members. | Request to be merged with another development team in order to meet the deadline given. | Consistent progress meetings and phase reviews. |
| Stolen/damaged hardware (Act of God) | Low. Unlikely chance of theft or property damage. | Low. All progress is stored on the cloud, along with alternative hardware available for use. | Properly secure hardware and limit potential causes of damage. | N/A |
| Unable to complete the project within the given timeframe. | Very High. With only 4 members, more effort is required from each member in order to meet the deadline. | Very High. Product will be incomplete at the deadline. | Ensure the product meets at least most of the basic requirements before submitting. | Remain on track with the project plan as per the PERT chart. |
| Conflict within the development team. | Medium. Team may have different views on design and scripting. Risk is lower with a smaller team. | High. Designs and code from different team members may clash and conflict, which takes up more development time to resolve. | Frequent team meetings to discuss development and design plans that all members agree with. | Consistent communication among members and team meetings to ensure all members agree and keep up with the same development plan. |
| Unclear project scope. | Medium. Conflicting or unclear instructions given by the client. | High. Delivered product may be different from what the client intended. | Request clarification on the issue. | Frequent communication with the client to ensure the product meets the requirements of the client. |
| Lack of thorough testing of the final product. | Medium. Time constraints on development may mean lack of ample testing at the end. | Variable risk. Dependent on if an issue exists and its potential impact on the product. | Ensure the product is at least in playable state with no fatal issues. | Ensure enough time is given to achieve satisfactory test results. |
| Unplanned tasks which must be accommodated for. | Medium. Additional work may be required to complete planned tasks. | High. The project plan has a tight timeframe and additional tasks have a high potential to push the project past the deadline. | Reassess the project plan to accommodate for the additional tasks required with the resources available. | Frequently assess project progress and remain on track. |
| Scope creep. | Low. Additional features are unlikely to be added until all base functionality has been completed. | Variable risk. Dependant on what base functionality has already been completed. | Cut out additional features to add development time into including all base functionality. | Ensure all base requirements have been met for the product before adding additional features. |