Module: ENG1/ASSESSMENT1

Title: Risk Assessment

Team name: ENG1_Boolean_BobCats

Team members

1. **Adam Howard**
2. **Lewis Mcshane**
3. **Morgan Davis**
4. **Muhidin Muhidin**
5. **Roan Gibbons**
6. **Zijun Zou**

Risk Assessment and Management

Risk in the context of this project is any future event that could potentially have consequences in the delivery and the completion of the project. This is further categorised in the Risk Identification and Planning section. Since we can never be certain about the future and the stakes are really high in software development, risk management is an important aspect of software development. It provides a simple and yet effective mechanism that can put in place to identify all the potential risks. In doing so, the impact these risks can have on the project can be minimised and the project completion will be a lot easier.

Risk Identification and Planning

Identifying risks is the first step of risk management. The objective of risk identification is to identify all possible risks. We followed Rebecca Webb's way [1] to identify the risks as all of us have limited experience. Engineer projects have common risk categories like technical, financial, staff, timing, and so on. We gathered all members and brainstormed to consider the detailed risks based on these categories. All possible risks should be listed to reduce the possibility of overlooking all possible risks. And then consolidated some overlapping risks which can be mitigated similarly and removed the risks with very low possible risks or have minor consequences.

Risk Analysis and Monitoring

In the risk register table each risk is associated with a likelihood and severity based on the judgement of the team. The likelihood and severity associated with each risk can be of low, medium or high. This approach was taken to simplify the risk management process. Mitigation contains all the preventive measures that have been put into place, to eliminate risks or minimise the potentiality of these risks could have impact on the project.
The scale we used is ranked from low to high. The table below is the degree of the risk analysing.

Likelihood	Severity
High	High
Medium	Medium
Low	Low

Risk Register

Id	Type	Description	Likelihood	Severity	Mitigation	Owner
R_MISCONFIGURATION	Technology	Extension stops working due to misconfiguration.	**L**	**H**	Consult LibGdx documentation and carry out regular weekly testing.	Morgan
R_BUG	Technology	The library malfunctions due to a bug in the code.	**H**	**M**	Push the code regularly on the git repo so other members of the team can play around and test.	Morgan
R_REQUIREMENTS_CHANGE	Requirement	Requirement changes due to extra features being introduced or lack of essential features.	**H**	**L**	Analyse the impact of new changes and implement KISS principle.	Adam & Zijun
R_TIME_PRESSURE	Project	Failure to meet the deadline due to lack of commitment and disorganisation within the team.	**L**	**H**	Divide and assign tasks based on ability and encourage ways that team members can ask questions and get help.	Lewis
R_NOT_MEET_EXPRCTIONS	Project	Project expectations not being met.	**L**	**H**	Keep meeting logs at the end of each meeting and should clear state next milestones for the project.	Adam & Zijun
R_POOR_MANAGEMENT	Project	Delays in implementation caused by the lack of clarity and poor management.	**M**	**M**	At the end of any meeting, encourage and allow everyone to ask any questions they might have on the tasks they are being assigned.	Lewis
R_POOR_PLAN	Organisation	Lack of task sequential/follow due to lack of initial plan.	**L**	**M**	Implement Gantt chart to manage task flow and dependencies.	Roan
R_ARCHITECTURE	Architecture	Architecture design alterations in the event the project does not meet the required specification.	**L**	**M**	Implement KISS principle and the impact of any changes to the architecture should be analysed first before it is	Roan

					considered.	
R_LACK_OF_COMMUNICATION	Organisation	Lack of communication within the team resulting in chaos.	**L**	**H**	Create a facebook group to facilitate team communication.	Everyone
R_LACK_OF_COMMITMENT	People	Lack of commitment resulting in decreased productivity.	**L**	**M**	Conduct regular meetings on Mondays and Thursdays so everyone can report progress and get feedback from other members of the team	Everyone
R_MEMBER_ABSENCE	People	Unplanned absences due to unforeseen circumstances.	**H**	**L**	Assign the key tasks of the game development to at least two members. Also members should share their progress in the team meetings.	Everyone
R_URL_ERROR	Technology	Url can not be reached due to errors caused by repo configurations.	**L**	**M**	Carry out regular checks to make sure the url is functioning properly due to the regular updates of the project.	Muhidin
R_GENERAL_PROBLEM	Technology	General problems with the repo that could result in the project to fall apart.	**M**	**M**	Consult github decomentations. Also Git branches should be used to separate code for different parts of the game.	Muhidin
R_UNSATISFY	Product	The customer is not satisfied with the final product that needs to redesign. Result: spend longer on test, design and implementation.	**M**	**H**	Feedback and adjust timely during the course of the project	
R_UNFAMILIAR	Product and Project	Unfamiliar with the development tools leads to taking longer than expected.	**H**	**H**	Use development tools that familiar as far as possible	

R_TEAM_STRUCTURE	PRODUCT	An inefficient project team structure reduces productivity.	**M**	**H**	Assign tasks according to everyone’s advantages	