

Requirements

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Risk Assessment and Mitigation:

Introduction

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 Format

Risk Identification and Planning

Risk Analysis

The table below groups the risks associated with the project in to the following six categories:

- 1.Technology: the risks that can develop from the technology stack the game project is built on and the libraries associated with it.
- 2.Requirements: the risks that are mainly associated with user and system requirements.
- 3.People: the risks that can result from human beings i.e the team.
- 4.Project: any potential risks that can impact project completion.
- 5.Organisation: general risks that can impact on delivery of the project.
- 6.Architecture: the risks that can result from different parts of the project architecture and their interrelationships.

Category	Description
Technology	Extension stops working due to misconfiguration.
Technology	The library malfunctions due to a bug in the code.
Requirement	Requirement changes due to extra features being introduced or lack of essential features.
Project	Failure to meet the deadline due to lack of commitment and disorganisation within the team.
Project	Project expectations not being met.
Project	Delays in implementation caused by the lack of clarity and poor management.
Organisation	Lack of task sequential/follow due to lack of initial plan.
Architecture	Architecture design alterations in the event the project does not meet the required specification.
Organisation	Lack of communication within the team resulting in chaos.
People	Lack of commitment resulting in decreased productivity.
People	Unplanned absences due to unforeseen circumstances.
Technology	Url can not be reached due to errors caused by repo configurations.
Technology	General problems with the repo that could result in the project to fall apart.

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.

Risk Register

Id	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Technology	Issues with the github repository such as not being able to access the project resources which could prevent making any further progress.	L	H	Always make sure to make and keep local copies of the project files and the repository.	Muhidin
R2	Technology	Disruptions on group communications that could prevent regular updates and keeping in touch with each other.	L	L	Keep email contacts in the shared google drive as backup plan for use if facebook group chat - out preferable communication was down or could not be accessed by a team member.	Everyone
R3	Technology	Conflicts that could result from team members doing the same job which could destroy team morale.	M	H	Assign roles and use github to host project files which will allow merges on conflicts if more than one team member has to work on the same feature.	Adam & Morgan
R4	People	Unplanned absences due to unforeseen circumstances.	H	L	Assign the key tasks of the game development to at least two. Also	Everyone

					schedule meetings at appropriate times.	
R5	People	Disruptions that could result from the meeting log- which essential part of the project not being done.	L	M	Make sure the meeting log is done after every meeting so there is a clear plan and everyone knows what they are doing.	Adam , Morgan & Muhidin
R6	Requirement	Changes to the requirements due to new ideas or customer demand.	L	H	Analyse the impact of new changes and implement KISS principle.	Zijun
R7	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
R8	Organisation	Lack of task sequential/follow due to lack of initial plan.	L	M	Implement Gantt chart to manage task flow and dependencies.	Roan
R9	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
R10	Technology	Problems with LibGdx such as extension stops working due to misconfiguration.	L	H	Consult LibGdx documentation and carry out regular weekly testing.	Morgan & Adam
R11	Technology	Project tests fail 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.	Roan
R12	Project	Delays in implementation caused by the lack of clarity and poor	M	M	At the end of any meeting, encourage and allow everyone to	Lewis

		management.			ask any questions they might have on the tasks they are being assigned.	
R13	Organisation	Lack of communication within the team resulting in chaos.	L	H	Create a facebook group to facilitate team communication.	Everyone
R14	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