Identification of risks and resources inherent within a group project

This section will include all risks associated with working in a group on a project, including those which affect requirement gathering, project planning, implementation and delivery phases of the project. Moreover it will identify the resources that are available and programmed into the project plan, including human and technical resources.

Risks

The risks associated with the project could include on the human level problems such as illness which would cause a group member to be unable to work on the project until they recover, this risk will be a potential problem throughout the whole project and will be difficult to avoid as it is hard to predict if someone will become ill. Another problem could be an inability to understand how to use the toolset that the group has decided on, for example if a specific group member couldn’t use Unity effectively, this could also be seen as a technical risk and will be mainly an issue in the implementation and delivery phases of the project as it involves the actual creation of the artefact. Furthermore a group member could simply not be engaged in the project and as a result cause their section of the work they have been allocated to not be up to the standards that the other group members desire, this problem could potentially affect the project across all the phases. The technical risks associated with the project could include hardware failure which could lead to a group member being unable to work on the project unless they find an alternative way in which they can work until the problem is rectified, this will could potentially be an issue in the implementation and delivery phases of the project as it involves the actual creation of the artefact. Moreover their might software problems which make it so the group members are unable to work on the project such as an update which makes it so the program does not work anymore, this will mean that the group members will either have to go back to a previous version of the software or wait for it to be fixed, it will mainly be a potential problem during the implementation and delivery phases of the project.

Contingency Plan

Human Resources

The human resources that will be available during the project will include each group member’s specific skills and experiences that will enable them to perform certain roles within the project. Below is listed each member of the group with a description of their skills and experiences that will help them in the project.

Christopher Dye:

Strengths include willingness to work hard on tasks that he is given and skill in artistic applications, this means that he will be able to support others in doing tasks which they are more specialised in and help complete aspects of the project which do not require a specific specialisation. Weaknesses for Christopher include not particularly strong coding skills and a lack of recent experience using Unity.

Jake Boud:

Strengths include very strong mathematical, logical and problem solving abilities as well as good programming skills and experience, this means that he will be able work on the core programming tasks as well as helping to come up with logical solutions to problems that affect the project as a whole. Weaknesses for Jake include a lack of artistic skills and a lack of recent experience using Unity.

James Brown:

Strengths include general programming abilities and organisational skills as well as recent experience of using Unity, this means that he will be able to help the other programmers get to grips with using Unity again so that they can all get up to speed with creating the artefact. Weaknesses for James include a lack of experience in AI programming as well as not particularly good artistic skills.

Nick Elson:

Strengths include artistic and creative abilities, this means that he will be able to create the graphics and some sounds for the artefact and focus on the overall visuals of it. Weaknesses for Nick include a lack of understanding of mathematics.

Thomas Pendle:

Strengths include strong mathematical, logical and problem solving abilities as well as experience of AI programming, this means that he will be able to concentrate on the AI and core programming of the project. Weaknesses for Thomas include a lack of artistic skills.

Technical Resources

The technical resources that will be available during the project include both hardware and software resources. The hardware that is available to us includes our own computers/laptops, for development, and mobile phones, for communication, as well as the university computers in the computing labs, for development. The software that we have decided to use includes Unity as the game engine, the advantages of using Unity are that it is easy to use, you can have a free commercial license and it has a graphic based workflow. The disadvantages are that they are large projects to sync to a CVS. The programming language we have decided to use is C#, the advantages of using C# are that it is known to all group members, is better documented than JavaScript and that it has many other uses. The disadvantages are that it’s not used in the majority of games programming, it is less efficient that C++ and it is not compatible on non-Windows platforms. The group tools we have decided to use is GitHub, the advantages of using GitHub are that it has very good version control as well as branching and it works well on non-mobile platforms. The disadvantages are that it can be complicated to use and it is not usable on mobile platforms.