

Risk Register

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
Technology						
R1	Product	Final version of the game has issues due to poor testing	M	H	Test throughout development, and only change a section of the code after implementing tests.	Andrew, Immanuel, Oscar
R2	Project	Making changes to the code may cause unintended effects that go undetected.	M	H	Ensure we have automated tests that thoroughly cover a section of a code, before changing it.	Andrew, Immanuel, Oscar
R3	Project	Project files are lost or are not the most recent version	L	H	Use a version control system and cloud based storage for files. (Github and Google Drive)	Andrew, Immanuel, Oscar
R4	Project	The game is incomplete or low quality	L	H	Have good plans and learn from mistakes from previous sprints Ensure the requirements meet the clients needs	Andrew, Immanuel, Oscar
R5	Product	Unable to conduct all tests via automation	H	L	Consider if these tests are necessary, if they are then try to make the tests objective, and conduct another type of test manually such as usability testing.	Andrew, Immanuel, Oscar
R6	Product	Refactoring the code for automated tests may change how it works.	M	M	Prioritise tests and only refactor code when necessary.	Andrew, Immanuel, Oscar
R7	Product	Unable to implement the save state requirement	M	M	Prioritise our time with the requirements that are more complex and harder to implement.	Andrew, Immanuel, Oscar
R8	Product	The game runs slowly on the client's hardware	M	L	Make sure code is efficient and runs correctly, test the game throughout development and	Andrew, Immanuel, Oscar

					ensure it meets the minimum frame rate requirement.	
R9	Project	Google drive could crash.	L	M	Create copies of documents on local devices	Josh
R10	Product	Interacting with the cooking stations only works some of the time; for example only when you are lined up directly in front of it.	M	L	Conduct usability testing throughout the course of development, and review the system during each sprint.	Andrew, Immanuel, Oscar
People						
R11	Project	People fail to complete their assigned task either due to poor time management or poor team planning	M	H	Have two people working on each task to improve the bus factor. Conduct a project breakdown and let each member choose the task they are best suited for.	All
R12	Project	Lack of communication could lead to inconsistencies in different tasks	H	M	Having regular meetings to review that sprints work and discuss what needs to be completed next	Madeleine, Scarlet
R13	Project	Team members cannot attend all meetings due to personal activities	M	M	Make sure we make use of the timetabled practicals and make notes of what was discussed and what needs to be done. Ensure we have at least 2 people for each section of the project.	Madeleine, Scarlet
R14	Project	A team member becomes temporarily or permanently unavailable.	M	M	Have tasks assigned to at least two group members and have code and documentation easy to understand so another team member could continue the work	All
R15	Project	The final product is not what the client requested.	L	M	Regular meetings to review requirements and have good communication with our	Josh

					Client. Trace the system requirements from the user requirements, and only implement what was requested. Ensure the requirements are thorough and include as many objective fit criteria for each non functional requirement	
R16	Product	We may not have the programming ability to add some features	L	M	Avoid too many new libraries and assign tasks to group members with most ability and experience	Immanuel, Oscar, Andrew
Requirements						
R17	Project	The project requirements change	H	M	Thoroughly define the requirements for the system to prevent scope creep. Having up to date and easy to amend documents and commented code to allow for change	Josh
R18	Product	Misunderstood the requirements	M	H	Elicit the requirements directly from the client and ensure every member of the group understands what the client requires and how we plan to implement it. Clarify vague requirements with the client.	Josh
R19	Product	Failure to make the game enjoyable	L	H	Continuously testing the game with both team members and non team members in the target audience	Immanuel, Oscar, Andrew
R20	Product	Significant features are asked to be removed	L	H	Code the game with as few dependencies as possible so if one feature has to go it will not cause the whole game to fail.	Immanuel, Oscar, Andrew

R21	Project	We are unable to meet all the requirements.	L	M	Prioritise the requirements. Use weekly gantt charts to track our progress.	Josh
R22	Project	The requirements are too specific, which limits creativity during the design process	L	L	Keep the requirements vague until the design process and iteratively add more detail throughout the course of the project.	Josh
Estimation						
R23	Product	Unable to test all sections of the code	H	L	Prioritise which components need to be tested and only conduct tests when necessary.	Andrew, Immanuel, Oscar
R24	Project	The estimated deadlines for tasks are miscalculated	M	M	Make sure there is extra time between our deadlines and the client's deadline	Josh
R25	Product	Some areas of the game are over developed and some are underdeveloped	M	M	Have good planning and time estimation for each task	Madeleine, Scarlet
R26	Product	Some additional features cannot be added due to time constraints	M	L	Track progress with weekly gantt charts and only Implement additional features after the main features have been implemented.	Andrew, Immanuel, Oscar