

Risk1

Cohort 3 Group 5

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Risk Management Process & Format of Risk Register

In order to keep track of risks that could occur throughout the project, we have identified these potential risks and have put them into a risk register. The risk register is set up naming the type of risk it is, a brief description of it and how it may occur which we discovered through group discussion and team brainstorming.

For example, R1 in the register is a project risk that a tool we are using becomes unsuitable or available. We then analysed these risks by discussing the likelihood and the consequences of them and used these discussions to label their likelihood and severity with L for low, M for medium and H for high.

For example, with R1 we decided that it has a low likelihood and a medium severity. We then went through the list of risks in the register and discussed ways to reduce the likelihood of them from happening and put them in the mitigation section of the register for risks that we could prevent from taking place.

We did this in order to help us in the future so that we would be less likely to have to deal with the consequences of these risks taking place. For example, in the mitigation section for R1, we have written down that we aim to prevent a tool from becoming unsuitable or unavailable to us in the future by doing sufficient research to check that the our uses for the tool meets the requirements list.

We then discussed contingencies for if we were unable to prevent a risk from taking place, and we put these into the mitigation section. In the example of R1, we have discussed how, where possible, we will aim to have a backup/alternative tool available for most of the tools we intend to use so that if a tool became unavailable or unsuitable for the project we could easily use another tool with minimal disruption to the project.

As a team we have each been assigned to different risks and will routinely check that these risks are not imminent or currently taking place.

Risk Register

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Project	A tool we are using become unsuitable or unavailable.	L	M	Before using a tool do sufficient research and check that our uses for the tool meets the requirements list. We will also aim to have a backup available of most tools we are planning to use.	Oakley
R2	Product	As we are developing a part of our plan no longer works.	M	M	We will have a plan available to the whole team to edit and change if needed and we will regularly check the plan for anything that needs to be changed.	Ruby
R3	Project	A lack of cohesion between parts of the project done by different team members	M	H	We will continually update our individual progress to the team and will make sure to prioritise communication within the group. We will also aim to use the same coding practices.	Cassian
R4	Technology	UI library is buggy or slow on customer's hardware	M	M	Test on user hardware periodically throughout the project. If it is found to be buggy or slow then assess	Matt

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					whether the best course of action is to change library or to scale back on some ideas.	
R5	Technology	Tool bugs	L	M	We will thoroughly check the suitability of a tool before it is used and we will make sure to check periodically that all tools used are working as they should.	Jerry
R6	Project	If part of the project falls behind schedule and cannot keep up with the deadlines in our plan.	M	L	We will ensure that enough people are assigned to each task and if a task falls behind then we will reassess the deadline and if necessary more people will be assigned to the task in order to make sure it is completed.	Amity
R7	Product / Business	The game does not meet all criteria from the customer	M	H	We will ensure that we routinely check that the game keeps up with the requirements from the interview with the customer and we will plan our game accordingly making sure to refer to the requirements interview and the product brief throughout.	Gilda

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R8	Project	During testing after the project we find bugs in the code and/or our game does not work as intended	M	H	We will ensure to test parts of the game routinely in order to avoid finding large problems at the end. However, if at the end of the project the game does not work as intended, we will go through and test the code in parts in order to pinpoint where the problem is so that we can fix it quickly and efficiently.	Druhv
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