Risk Assessment & Mitigation

Cohort 3 Team 1: Pixels of Promise

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5 Risk Assessment & Mitigation

5.1 Risk Management Process

a) Describe and justify the risk management process followed by your team and the format of your team's risk register

5.1.1 Risk Identification

We began by brainstorming potential risks for the project as a group and then assigned all risk related tasks to two team members, Oliver and Anna, so that they could focus their entire attention on ensuring all risks are properly identified and monitored. By involving the entire team initially we ensured we got a large range of perspectives.

5.1.2 Risk Analysis

After identifying a risk, we would evaluate said risk based on two factors: the likelihood of the risk occurring and the impact said risk would have on the project if it were to happen. We ranked these risks using the scales: Low, Medium and High. Thanks to our risk analysis methods we are able to prioritise our attention on the more impactful issues.

5.1.3 Risk Mitigation Planning

For each risk, we came up with mitigation strategies to reduce the likelihood and impact of each risk. Having these measures in place lets us stay on top of all the risks and allows us to proactively work to ensure no issues arise. We also assigned responsibilities of each risk to team members for monitoring reasons but also to increase response time when a risk arises.

5.1.4 Risk Monitoring

Throughout the project, Oliver and Anna will regularly meet to review the risk register, monitor existing risks and add any new risks that may arise as we progress with the project. This ensures the risk register remains up-to-date helping us keep the project on course.

5.1.5 Risk Register Format

The risk register is broken up into 7 columns for simplicity and clarity:

- Risk ID - A unique identifier of each risk for reference purposes.
- Risk Type - An identifier to label what part of the project the risk affects.
- Risk Description - A brief explanation of the risk.
- Risk Likelihood - The probability of the risk occurring (Low, Medium, High)
- Risk Impact - How severely the risk affects the project (Low, Medium, High)
- Mitigation Strategies - The plan to reduce likelihood of the risk.
- Owner - The team member responsible for managing the risk.

5.2 Risk Register

b.) Give a systematic tabular presentation of risks (risk register) to the project, their likelihood, impact, mitigation and ownership

Types of risks; project, product and project, product, business (W2 SL27)

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Project	Team availability issues	High	Medium	Use of websites like when2meet.com to organise our meetings	Jake
R2	Project	Team member drops out of group	Low	Medium	All deliverables over 3 marks (Eg. excluding website) are allocated to at least two people	All
R3	Product	Loss of part/all changes to code implementation	Low	High	Code changes stored to GitHub, shared between all accounts	All
R4	Product	Changes made to code without agreement by whole team	Low	Medium	All individual changes to code will be made using Git, have to be committed before changes are merged	All
R5	Product and Project	Miscommunication between software developers and stakeholders regarding the brief requirements	Medium	High	Regular meetings and communication with stakeholders	3-5 group members
R6	Business	Use of obsolete technology Eg. a dying framework	Low	High	Ensure that all group members assigned to each deliverable have a solid understanding of the framework used, and only choose frameworks with sufficient industry support and regular updates	All
R7	Product	Deliverable(s) not	Low	High	Use of tools such	All

	and Project	completed by specified deadlines			as Jira to remind group members of deadlines and timelines	
R8	Business	A competitor's product is preferred significantly by the stakeholders	Medium	Medium	Ensure that all of the stakeholders needs are met by undertaking research	All
R9	Product	Bugs in the tools used Eg. IDEs, compilers, build tools	Low	Medium	Regularly update the tools used with the latest patch instalments to ensure the latest bug fixes are downloaded, and use widely adopted tools that provide such updates	All
R10	Product	Features may expand beyond the original scope, leading to an incomplete project	Medium	High	Clearly define goals, prioritise core functionality and regularly review progress	Anna, Job, Mo, Oliver
R11	Product	Not leaving enough time for testing that may lead to bugs or performance issues	Low	Medium	Start testing early and when new features are added. Also, clearly timeline the testing stage.	All
R12	Project	Limited access to game assets resulting in a visually unappealing game	Low	Low	Search for free assets on websites like itch.io, OpenGameArt etc.	All
R13	Product	The game may be unintuitive or not enjoyable to play	Medium	Medium	Conduct user testing and adjust features based on the feedback	Oliver
R14	Product	Designers may run out of ideas or struggle to create a unique game	Low	Medium	Schedule brainstorming sessions and take inspiration from similar games	All