

Risk Assessment and Mitigation

Team Name: Team IV

Cohort 1, Team 3

Ari Kikezos

Arya Enkhnasan

Ben Green

Calum Wright

Lilac Graham

Skylar Garrett

Risk management process:

Our risk management process involved four main stages. Identifying potential risks, analysing their likelihood and impact, planning mitigation strategies, and continuously monitoring them throughout the project to ensure timely responses and smooth progress.

Risk identification:

First, we discussed all the potential risks that could arise during the project. After brainstorming, we identified and removed overlapping or low-likelihood risks. We then prioritized the high-probability risks that could significantly affect the project, ensuring smoother and more efficient project performance. Moreover, we categorised all the risks such as technology, product and requirements.

Risk analysis:

When we analysed the risks, we categorised them into three levels (low, moderate, high). These levels indicate both the likelihood of the risks occurring during our project and the potential severity of their impact.

Risk planning:

To minimise and avoid any complexities during our project, we came up with mitigation measures for each risk.

Risk monitoring:

To monitor the risks, specific team members were assigned to track each one throughout the project. During our weekly meetings, these members reported the status of their assigned risks to the group. After discussing them, we updated the risk register accordingly each week.

ID	Type	Description	Likelihood	Severity	Mitigation	Owner
R1	Technology	Version control conflicts or lost files	L	H	Follow a clear branching policy, and commit and push changes to Git daily.	Ben, Lilac
R2	Technology	Bugs in collision or pathfinding logic	M	H	Test core system early and review code regularly	Ben, Lilac
R3	Requirements	Requirements unclear or changed mid-project	M	M	Keep in touch with the customer regularly during development	Ari, Arya
R4	People	Lack of communication, causing misunderstanding and confusion	M	M	Hold regular team meetings and clear misunderstandings immediately.	Skylar, Lilac, Ben, Calum, Ari, Arya
R5	People	Uneven workload causes delays	M	M	Assign tasks equally to team members	Skylar, Lilac, Ben, Calum, Ari, Arya
R6	People	One of the team member become unavailable	L	H	Share files and assign a backup person	Skylar, Lilac, Ben, Calum, Ari, Arya
R7	Product	Maze too easy or challenging	M	M	Test regularly and balance difficulty	Skylar, Calum

R8	Project	Build fails before the deadline	L	H	Test final build early and keep stable backup build	Skylar, Lilac, Ben, Calum, Ari, Arya
R9	Project	Design takes longer than planned	M	M	Break down tasks	Skylar, Ari
R10	Requirements	Some features not clearly defined	M	H	Clarify the features before the implementation starts	Ari, Arya
R11	Product	Objectives are difficult to understand	M	M	Balance the difficulty and provide in-game hints	Skylar, Calum
R12	Product	Accessibility limitations	M	M	Provide base accessibility features	Skylar, Calum
R13	Product	Speedrunning mechanics unclear	M	M	Include clear paths and instruction	Lilac, Ben
R14	Product	Score system unclear	L	M	Test scoring mechanics early and communicate how they work	Skylar, Calum
R15	Technology	Performance issues on low-end hardware	M	H	Adjust for standard desktop hardware and support full screen	Lilac, Ben

R16	Requirements	Presence of violent or inappropriate content	L	H	Ensure all content is family-friendly and suitable for 16-22 years old	Ari, Arya
R17	Product	Unable to pause or exit the game at will, causing accessibility issues or negative user experience	M	H	Implement pause and exit option at any time, and verify they are tested early	Lilac, Ben