

Assignment 3 — Risk Management Exercise

Risk Management Table:

Risk Description	Category	Impact / Likelihood	Prevention (Plan A)	Contingency (Plan B)
Core gameplay is not fun	Design	High / Medium	Early playtesting	Replace mechanic
Project scope too large	Scope	Medium / Medium	Limit features	Cut non-essential features
Technical bugs slow progress	Technical	High / Medium	Regular testing	Delay milestone
Team member unavailable	Personnel	Medium / Low	Clear documentation	Reassign tasks
Performance issues	Technical	Medium / Low	Optimize early	Reduce visual quality