Risk Plan Management

Initial Risk Plan

Risk	Management Strategy	Likely ness	Impact	Risk level	Further action	Likeness	Impact	Risk level
Subject knowledge	The first two weeks (The first sprint) will be learning and gaining the baseline knowledge needed throughout the project life, even though the first two weeks are for researching, gaining resources with academic books, videos, etc. These two weeks and possibly days of extra learning and additional knowledge could halt the project. Another aspect is that the research could be obsolete. For example, C++ is a language that receives updates; I could use an outdated resource, using C++ 2014, while I am using the modern version of C++.	3	5	15	Documenting resources to use as a reference.	3	2	6
Personal issues	I could encounter personal issues that could prevent work from being done on the project, which could lead to the project being set back.	2	4	8	Following sprint meetings and the Trello board could mean that, although held back. The time missed wouldn't be a big issue.	2	2	4
Scope creep	I am writing my own engine and game; this is a big undertaking for anyone, and I have to be careful with my planning and the ideas I choose to add. Failure could lead me to encounter scope creep,	2	4	8	Rework of the scope, after discussions with the tutor and a focus on the main gameplay loop.	2	3	6

	resulting in the project going behind schedule.							
Loss of data	The project's code could be corrupted or somehow gone missing. To avoid this, the usage of GitHub as a way to always have a backup and a set version control would mitigate the risk. Although GitHub is being used, other forms of backing up data will be employed, either through OneDrive or a physical hard drive.	1	5	5	Back-ups every two weeks.	1	2	2
Time management	Time management is structured through Agile. The time frame is usually covered in sprints. So, in theory, time management should be under control.	2	2	4				
Debugging Complexity	Due to the nature of story flags and dialogue systems, debugging could be complex, especially since the program is built in C++. This means, unlike Unity, that displays detail on why a scene won't work, that just won't be the case.	4	3	12	Creation of a test plan and introduction of code throughout the project to test areas of code.	2	3	6
Asset dependence	An issue that could occur is waiting for an asset to be created. I plan to use placeholders throughout the project.	2	2	4	Placeholders are already planned to be introduced.	2	2	4