Risk management

Late scripts – coders running into problems and missing deadlines

Late artwork – artists running into problems and missing deadlines

Version control – making sure everyone is running the same version of Unity

Integrating art – making sure art is in correct format + animations correctly implemented

Miscommunication - between artist and developers

Impact:

1. Integrating art – making sure art is in correct format + animations correctly implemented
2. Version control – making sure everyone is running the same version of Unity
3. Late scripts – coders running into problems and missing deadlines
4. Late artwork – artists running into problems and missing deadlines
5. Miscommunication - between artist and developers

Likelihood:

1. Miscommunication - between artist and developers
2. Version control – making sure everyone is running the same version of Unity
3. Late artwork – artists running into problems and missing deadlines
4. Late scripts – coders running into problems and missing deadlines
5. Integrating art – making sure art is in correct format + animations correctly implemented

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| --- | --- | --- | --- |
| Risk | Likelihood | Impact | Total |
| Late scripts - coders running into problems and missing deadlines | 3 | 3 | 6 |
| Late artwork – artists running into problems and missing deadlines | 3 | 4 | 7 |
| Version control – making sure everyone is running the same version of Unity | 2 | 2 | 4 |
| Integrating art – making sure art is in correct format + animations correctly implemented | 4 | 1 | 5 |
| Miscommunication - between artist and developers | 1 | 5 | 6 |