Risk Assessment and Mitigation

Cohort 3
Group 11
Team Aubergine
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At this stage in the project, it is essential to observe and monitor the risks that could come up during development; potentially hindering the team's progress. By having a risk management process, we are able to diagnose any risks that we have discussed and mitigate them as early as possible. Our approach towards risk management starts by identifying and listing potential risks that could occur during the completion of each of the specific tasks whilst progressing with the project. All of these risks are organised into a risk register.

The risk register contains the following - type of risk, a description of the risk, the likelihood and severity, how we will mitigate the risk and who brought up the risk. We brainstormed ideas and identified the risks by splitting them into four different categories of risks.

- Project: affects project schedule or resources e.g. staff turnover, Management change, Tool unavailability.
- Product: affect product quality/ completeness e.g. tool bugs
- Product and project e.g. requirements errors or changes, specification delays
- Business: affect the organisation procuring/ developing the software e.g. obsolete technology, competition

We analysed the likelihood and severity of the risk by considering the fail case of each risk and its impacts. This was done by one member of the team arguing a risk has a high likelihood/ severity while the other argued it was low. From this we were able to discuss each point in detail, taking into consideration new view points. From the points raised, we were able to easily present mitigation ideas that we could communicate with the client. We made sure to monitor and review risks continuously throughout the development process to ensure our progress proceeds unhindered by documenting all meetings; giving a log of our rate of progress. We split the up likelihood and severity into three different categories being, low, moderate and high.

ID	**Type**	**Description**	**Likelihood**	**Severity**	**Mitigation**	**Owner**
R1	Project	Idea scope may escape the scope for this stage in development	M	M	Harry will check idea scope to ensure plans stay on track	Harry
R2	Business	Use of only Java 17	L	H	We will check the documentation on the game engine to ensure it is compatible with Java 17	Harry

R3	Project	Low Team member attendance	M	M	We will communicate what was done in meetings with those who weren't able to make it. We will also keep a logbook on attendance	Harry
R4	Product and project	The customer could change the user requirements suddenly.	H	M	We will have regular meetings with the customer to ensure that the product is in line with their ideas	Callum
R5	Project	Staff may not agree with certain aspects of the project	M	M	We will communicate well throughout the project and voice our concerns that we have with other team members	Callum
R6	Product	The game library that we use may not have methods that we require or have severe bugs	L	H	We will ensure that we do thorough research of the library that we selected to make sure it has everything we need and is well reviewed	Callum
R7	Project	Contingency of different parts of the product.	H	L	Proper communication will ensure that the amount of time people are sitting idle is minimised.	Piotr

R8	Product	The maze may be too easy or too difficult for certain levels	M	H	We will playtest the game multiple times throughout development to adjust different difficulties	Sarvesh
R9	Business	The pdf documents on the game's website might be incompatible/incorrect or the latest version might not be available	L	M	We will regularly upload latest versions of all documentation and test for browser compatibility	Arnav