

ENG1 - Assessment 2

Risk Assessment and mitigation

Risk2.pdf

Group 6

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We first sat down as a team to identify risks with big enough consequences that it would noticeably impact our project, sectioning them by their types. We then discussed how likely they were to happen and how severe the impact would be on our project if the risk did happen.

To assign the risk ownership, we looked at the parts of the project each person would be focusing on and tried to match each risk to each section of the project, and then gave ownership of the risk to the person responsible for that section. Also, the owner is responsible for monitoring that risk and checking if likelihood and severity are still accurate. In case, if a risk needs greater mitigation, it could be discussed during the next team meeting.

After assigning owners, we discussed and noted down mitigation and avoidance strategies for each risk, using mitigation strategies for risks that we can't prevent and avoidance strategies for risks that we can prevent. We mainly used mitigation strategies for project type risks and avoidance strategies for product type risks because there are elements in our project that are unavoidable and must be mitigated e.g. the short timescale, but our product risks could all be avoided with proper planning e.g. confusing GUI.

Risks are categorised into four types:

- Project risks involve any uncertainties related to the development and project management.
- Product risks associated with the final deliverable and its usability
- Technology risks encompass challenges associated with software development tools and implementation.
- People risks involve uncertainties related to team members and human resources.

Risk Register Format:

- Risk ID: Each risk is assigned a unique identifier in the form of R(X) for easy referencing and clarity.
- Risk Type: category to which the risk is applicable.
- Description: A brief description of each identified risk.
- Likelihood: Chance that certain risks may become a real issue.
- Severity: An impact that the risk if it does become an issue

Ratings for likelihood and severity, denoted as L (low risk), M (moderate risk) or H (high risk).

- Mitigation/Avoidance Strategies: actions that team will take in order to mitigate or avoid each identified risk.
- Owner: The team member responsible for monitoring and managing each risk.

ID	Type	Description	Likelihood	Severity	Mitigation/Avoidance	Owner
R1	People	A member(s) of the team does not complete their assigned work	M	M	Another member of the team takes over the assigned work of that member	Freya
R2	People	A member(s) of the team does not attend meetings regularly	M	M	Communicate with that member online so that they are kept	Mikola j
R3	Project	Staff turnover halfway through the project	L	M	Make sure everything is well documented so the next team can take over without any issues	Barnaby
R4	Project	Timescale is too short and so the schedule has to be fit to a smaller than ideal timeframe in order to complete everything	M	L	Distribute all work evenly among the team so everyone has a manageable workload	Cooper
R5	People	Main programmer is unable to complete programming the game due to illness	L	M	Other members of the team will take over the programming	Oliver Cassey
R6	Product and project	A change to the requirements is made during the development of the project	M	M	The affected sections of the project will be redesigned to fit the new requirements	Mikola j
R7	Project and product	The customer's wishes for the project are not fully understood and so the project is implemented incorrectly	L	L	We will ask the customer any uncertainties we have with the brief so that there are no misunderstandings	Oliver
R9	Technology	The final product runs slowly on the customer's hardware	L	H	Ensure that code is clean and efficient, and also that the game doesn't require a high level processor	Mikola j
R10	Technology	The final product doesn't run on the customer's operating system	L	H	Clarify what platform the game will run on before starting any implementation of the game	Barnaby

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R11	Product	Unfamiliar libraries/tools could cause members of the team to implement the code incorrectly / cause confusion between developers	L	M	Ensure that any uncertainties are clarified within the team, consult the API references for any unfamiliar libraries	Cooper
R12	Product	Due to the tight time schedule, the project might not be completed in time to be properly tested for errors, and so the product may contain some errors	M	M	Assign code testers that will test the code to make sure that any errors are caught and fixed	Oliver Cassey
R13	Product	The final product doesn't perform aspects of the specification	M	H	Make sure the specification is fully understood and any uncertainties are clarified so that the product can ensure that all requirements are met	Anna
R14	Product	The GUI of the game is confusing and so the player has a poor experience	L	H	Make sure that everything is simple and easy to understand, providing explanations where necessary and maybe including a small guide to the game	Oliver Thompson
R15	Product	The game does not function as the player expects and so if they make a mistake they will not understand why the game isn't functioning as they expected	M	M	Include error messages to the player if they try to do something in the game that isn't viable that lets them know they have made a mistake	Freya
R16	Project	Task falling behind due to incorrect resource estimation of work needed	M	M	Assign another team member to complete the task or re-assign time frames and team members responsible for the task	Mikolaj
R17	Project	Difficulties in	L	M	Dedicate some	Oliver

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		understanding and troubleshooting the codebase of the project we picked up, leading to delays			additional time for code review within each task and in worse case scenario ask the previous developers for clarifications	Thompson
R18	People	Lack of effective communication with the team members that may lead to misunderstandings	L	M	Conduct regular team meeting to facilitate open communication and ensure that any issues can be addressed and resolved efficiently	Anna
R19	People	Miscommunication between the project stakeholders and the team	L	L	Ensure clear and open communication to address any misunderstanding directly.	Barnaby