Risk Assessment

During the process of developing our product to meet the requirements of our customer, there will be various risks that we will need to consider and mitigate their impact to achieve the desired specifications. We have attempted to create a comprehensive table documenting the possible complications during the development process or deployment of the final product and our proposed solution to reduce the impact of such problems.

We have categorised the potential risks into two categories: development risks and product risks. Development risks are to encompass all of the potential problems we may encounter as a group while creating the final product to the given specifications. Product risks are to encompass all of the potential problems that may arise in the final version of the product, from problems that could have stemmed from the development problems to larger, more abstract problems about aspects of the game. We believe this to be the best way as all of the problems we encounter would fall into the categories of occurring during development or occurring after the deployment of the final product.

We have also categorised the risks into three levels depending on their impact on the product and the customer. These are; high, moderate and low.

High impact – A problem that would actively impact the customer experience on a large scale and seriously hamper the deployment of the product. Risks of this kind would make the game unacceptable to the stakeholders and would render the game unplayable.

Moderate impact – A problem that would be disruptive to core gameplay enough that it would not meet the given specifications by the stakeholders. It would be an inconvenience to the customer but the game would still be playable outside of the given problem.

Low impact – A minor problem that would only cause minimal inconvenience to the customer. It may have a cosmetic effect to the game but all core features that were specified by the stakeholders would still be present and functional.

Using this system, we believe that we are able to categorise, in enough detail, all of the risks that could potentially occur and identify an accurate solution to mitigate said risk.

Furthermore, we decided to categorise the potential frequencies of the risks occurring in three ways; high, moderate and low frequency.