RISK ASSESSMENT AND MITIGATION

Group 3

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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.

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.

Our team's risk register includes the risk ID for easy referencing, the type of each risk, with each type being separated in groups in the register, a description of each risk, a likelihood and severity rating rated L (low risk), M (moderate risk) or H (high risk), mitigation/avoidance strategy/strategies and then the owner for each risk.

ID	Type	Description	Likelihood	Severity	Mitigation/Avoidance	Owner
R1	Project	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	Kai
R2	Project	A member(s) of the team does not attend meetings regularly	M	M	Communicate with that member online so that they are kept	Zac
R3	Project	Staff turnover halfway through the project	H	M	Make sure everything is well documented so the next team can take over without any issues	Lucy
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	H	L	Distribute all work evenly among the team so everyone has a manageable workload	Lia
R5	Project	Main programmer is unable to complete programming the game due to illness	M	H	Other members of the team will take over the programming	Tim
R6	Product and project	A change to the requirements is made during the development of the project	L	M	The affected sections of the project will be redesigned to fit the new requirements	Sammy
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	Zac

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R8	Business	Competition with other teams for the marks offered based on other teams picking our project	H	M	Make our code easily readable and give our game good visual graphics so people will want to pick our project	Liam
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	Liam
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	Lucy
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	Tim
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	Kai
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	Lia

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					that all requirements are met	
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	Sammy
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	Liam