

Risk Assessment

Introduction

There will be inherent risks that threaten the completion of the project during development. Without adequate mitigation, these will affect our ability to complete the project to acceptable standards. Thus, we have identified a number of risks to the project, outlined their severity to the project and likelihood of occurrence, and any measures that we will put into place to either reduce the severity or likelihood of the risk occurring.

The risks that we have identified have been broken down into different headings, for ease of viewing. 'Technology' covers any risks that may arise from the software and hardware that we will be using to produce our game. Any risks that occur from team members will be classed under 'People'. Should the client change their mind regarding the project (either deliverables or timescales), risks will inevitably be generated, so we have identified relevant risks under the 'Requirements' heading. Finally, there are risks involved with the way we estimate timescales or workloads- these risks are collected under the 'Estimation' heading.

The risks to our project have been represented in a tabular form, detailing the risk ID number (for referencing later on in the project), the risk itself, its severity and likelihood, and the mitigation measures we will take. We have also labelled the severity and likelihood of risks occurring using a number system from 1 to 5, with 5 being the worst. The meanings of each level are outlined below:

Severity

Rating	Meaning
5	Likely to halt any progress on the project until situation is dealt with.
4	Likely to stop work on one section of the project until situation is dealt with.
3	Likely to push back a deadline, but not halt work until situation is dealt with.
2	Little impact, may delay work for 1 - 2 days.
1	Little to no impact on the project.

Likelihood

Rating	Meaning
5	Extremely Likely (1 - 2 times a week).
4	Very Likely (2 - 4 times a month).
3	Likely (1 - 2 times a month).
2	Unlikely (2 - 4 times during the project).
1	Extremely unlikely (0-1 times during the project).

Risk Register

Id	Description	Severity	Likelihood	Mitigation
	Technology			
	<i>Software</i>			
1	Google drive becomes unavailable	4	1	Regular (bi-weekly) backups will be taken of the important files
2	Github becomes unavailable	1	1	There should be several local copies, which we can then upload to a different online repository
3	Files become corrupted	5	1	Regular (bi-weekly) backups will be taken of the important files
4	Library is deemed unsuitable	4	1	An alternative will be chosen in the method planning section, but will not be used unless this situation arises
5	Website becomes unavailable	3	1	An alternative website solution will be selected, but not used unless the situation arrives
	<i>Hardware</i>			
6	Power cut renders computers unavailable	3	1	Regular (bi-weekly) backups will be taken of the important files, and copies of all files will be kept in cloud storage
	People			
7	Team member unavailable for a meeting	1	4	Notes will be taken at meetings, and sent to the missing team member
8	Team member missing for short period	3	3	No one team member will be entirely responsible for a single section of work, and we will communicate with the missing member if possible
9	Team member missing for extended period	4	2	No one team member will be entirely responsible for a single section of work, and we will communicate with the missing member if possible
10	Team member not engaging in work	3	3	No one team member will be entirely responsible for a single

				section of work, weekly meetings should also help mitigate this risk
11	A team member leaves the group (e.g. changes course)	4	1	No one team member will be entirely responsible for a single section of work
	Requirements			
12	Requirements changed	3	2	Time will be allowed in the plan for additional requirements analysis and development
13	Requirements deemed no longer suitable for the project	3	2	Time will be allowed in the plan for additional requirements analysis
	Estimation			
14	Underestimated time for a single piece of work to be completed	3	3	Allow for periods in the schedule as contingency time