Risk Assessment

Group Number: **Cohort 1, Group 11**
Group Name: **Y111 Studios**

Group Members:

1. James Hutchinson
2. Somto Igweonu
3. Robert Kisloski
4. Sam Knight
5. Kenneth Kok
6. Ashish Kumar

This document outlines the risk assessment phase of the development process of our game, justifying the risk management process that we followed and the format of our risk register.

Risk Management Process

The risk management process our team follows will involve 5 main steps: Plan and Identification, Analysing, Response Strategies and Monitoring.

In the planning stage, we will identify and evaluate possible risks to the project. This is so that we don't run into any risks later in the project that we were not aware of, which could slow development.

The next stage, analysis, involves evaluating the potential impact of any previously identified risks by determining how serious a risk is, and how to best mitigate it. This is so we can decide how much time to dedicate to avoiding certain risks, so that none is wasted on risks that have a very low chance of happening, or will have little impact to the project.

The next stage, Response Strategies and Monitoring involves finding the best actions to take against possible risks, and verifying that risk responses are properly implemented, as well as continuously tracking identified risks and assessing their status.

In the risk register we are using, the response strategies we use will be mitigation and avoidance strategies. This stage is implemented so that we have a good idea of how to handle any risks that come up and so that we can make sure they are dealt with properly.

The risk register we will be using is a table, with the columns:

- Risk
- Likelihood
- Impact
- Mitigation
- Ownership

The risk column specifies the risk being evaluated, the likelihood column is made up of three categories (High, Medium, Low) that will show how likely a risk is to occur, the impact column details the potential impact(s) of a risk not being responded to properly, the mitigation column details a strategy for how the risk will be responded to and the ownership column designates ownership of a specific risk to a person on the team.

Risk Register

Risk	Likelihood	Impact	Mitigation	Ownership
Miscommunication	High	Parts of the game may have to be reworked, delays, bottlenecks	Use platforms like Discord to communicate progress and issues regularly, meet multiple times a week	Kenneth Kok
Uneven workload	Medium	Development isn't as efficient as it could be, team members could be frustrated	Assign work evenly before any development begins, making sure every member has a similar amount of work to do	Robert Kisloski
Creative differences	Low	Arguments about certain aspects of game, causing delays and frustration	Before development begins, agree on core features and frequent communication	James Hutchinson
Overambition	High	Features planned for the game end up unfinished before the deadline, and must be cut	Setting goals before development begins, prioritising realistic goals and dropping ones that aren’t necessary	Ashish Kumar
Lack of feedback	Low	Game may not be what the customer wants due	Meet with customer throughout development, making sure they are happy with the current state of the game	Somto Igweonu
Bugs and other performance issues	Medium	Slows down development, customer may be unhappy with game if	Use comments frequently while developing, constant testing and tracking	Sam Knight

		reliability requirements not met	bugs whenever they are noticed	
Skill gaps	High	Some members may not be able to keep up with more experienced members, delaying development and causing bottlenecks	More experienced members can help less experienced members, assess team strengths and weaknesses before development begins	Sam Knight