

Risk Management - Senior Project Risks

Risk ID	Description of Risk	Probability (0-1)	Impact (low, med, high)	Exposure	Classification	Owner	Prevention Strategy	Mitigation Plan	Status
1	Unnecessary features are created due to lack of specific requirements	0.5	high	5	Requirements		Meeting with sponsor to gather more specific requirements	Solidify requirements ASAP	being prevented
2	Refactoring needed to fix old group's code mistakes	0.3	high	3	Old Team			Extensive code reviews to find ways to use old code before having to refactor	mitigation in progress
3	Following previous team's lead leads away from customer's vision	0.25	high	2.5	Old Team			Gather more specific requirements to make sure the old team followed them correctly	mitigation in progress
4	Game does not meet goal of teaching students well	0.1	medium	0.5	Requirements			Have students test game to see if they learn what they were supposed to learn	mitigation in future
5	Porting game to mobile requires overhaul to allow the game to run	0.5	medium	2.5	Technology			Meet with sponsor to see if the mobile port is absolutely necessary, and possibly push it out of scope	determined out of scope
6	Poor planning/documentation	0.1	low	0.1	Process		Complete documentation and project plan before starting process	Update documentation and process for any change	mitigation ongoing
7	Gathering specific requirements slows down process	0.75	low	0.75	Requirements			Gather specific requirements ASAP	
8	Game is not envisioned properly due to lack of game experience	0.25	medium	1.25	Personel			Have GDD student add to group to add needed experience	mitigated
9	Lack of experience in game development tools slows down project	0.5	medium	2.5	Technology			Learn how to use tools from GDD team member	mitigation in progress
10	Process chosen does not fit the project	0.25	medium	1.25	Process		Discuss pros and cons of different methodologies and determine the one that fits the project best	Modify chosen methodology to fit game	prevention strategy used, mitigation in future if needed
11	Need to restart project due to old team being completely off sponsor's requirements	0.05	high	0.5	Old Team		Meet with sponsor to ask about old team's work and how it fits his goals	Take what worked for old team to not completely restart, and redo what was wrong	prevention strategy used, mitigation in future if needed
12	Final product does not meet customer expectations	0.1	high	1	Requirements		continually deliver game iterations to customer and elicit customer feedback and exp	elicit what is wrong after each iteration and fix it ASAP	being prevented
13	Lack of 3D modeling experience stalls project	0.75	medium	3.75	Personel		continually learn about 3D modeling	learn from GDD student	mitigation on going
14	Merge Conflicts when merging Unity scenes are difficult to resolve	0.5	medium	2.5	Technology		All Team members develop in their own git branches and makes sure that no one else is working on the same Unity scene	Restore git repository to a previous state, determine which commit represents the updated scene	mitigation ongoing
15	Scheduling and conflict of interest problems with other classes slows down project work	0.9	high	9	Process			Get together to find best times to work on the project without worry about other course work	mitigation ongoing
16				0					
17				0					
18				0					
19				0					
20				0					

Impact	Weight
	0
low	1
medium	5
high	10