Extended Risk Assessment

This document extends the Risk assessment and mitigation document[1].

It was necessary for us to define new risks because the original risk document contained no risks relating to the taking over of a new project, apart from that however, the original risks were considerably comprehensive. Some of the additional risks have been added because they occured very early on in the take over of the new project, in this case, we identified issues we had, and added them to the risk assessment along with the method we used to attempt to mitigate further issue due to the occuring risk. As a group we also brainstormed other risks, but few potential risks arose due to the comprehensiveness of the original risk document.

In regards to the process used to identify the new risks, we followed the methods explained in the original document because we considered it valid. However the formatting of the new risks has been modified slightly.

A new system for assigning risks to owners had to be introduced, as the original method was not particularly suitable for our groups needs. This has been further explained in the "Change Report" document[2]. The new system is as follows: each risk is assigned to an individual or group of people who will be responsible for trying to prevent the risk occurring. If the risk does occur then the assigned person/s will be responsible for attempting to mitigate the risk for minimal impact. It is, however, not always possible for the individual or group to mitigate the risk and may require help from other group members.

- Team Leader - The head of the entire project. Responsible for ensuring deadlines and delegating workload
- Task Leader - The head of any smaller groups the team may divide into during the development of the game
- Developer - The developers and maintainers of the program
- Client Interface - The member of the team who coordinates with the customer and clients, if required to mitigate the risk

Project Risks

ID	Owner	Risk	Likelihood	Impact	Mitigation Strategies
PJ14	Developer	New Project Uses new software or environment	High	Medium	When choosing the product to take over, be aware and cautious of the environment/ framework used to attempt to minimise the learning curve of the new system.
PJ15	Team Leader Developer	Tools used cause issues	Medium	Medium	A meeting should be held in which any issues, with the tools we are using or otherwise, are voiced and helped to be rectified by the

					other team members
PJ16	Team Leader Developer	Project taken over is difficult to understand	Medium	Medium	Take time to read through the code, adding or improving comments, even modifying code if necessary
PJ17	Team Leader Developer	Project is difficult to expand upon	Medium	High	It may be necessary to go through and make significant changes to the code or project as a whole, to be able to implement certain requirements

References

[1] SEPR "Risk assessment and mitigation document" Lazer Dolphin Games [Online].
Available: https://sepr-team-margaret.github.io/content/Risk1U2.pdf [Accessed: Feb.
14, 2018].

[2] SEPR "Change Report" Risky Developments [Online]. Available:
http://www.riskydevelopments.co.uk/documents/Change3.pdf [Accessed: Feb. 18
2018].