

## Rise Of The Jemhaji Development Risk Assessment

Current version completed: 03/11/2020

### Description of risk types:

- External – Result of player-base's influence
- Internal – Result of the development process itself
- Personal – Result of the efforts, quality and commitment of individual team members/freelancers/contractors

### External Risks

ID	Risk Description	Likelihood of Occurrence	Impact if the risk occurs	Severity <i>Rating based on impact &amp; likelihood.</i>	Control Measures <i>Actions to reduce the likelihood of the risk.</i>
E1	Friction between development teams and player-base	Low	Medium	Medium	Establish clear lines of communication between players and development team. Proactively manage communication. Ensure all project status information is accurate and up-to-date.
E2	Changing requirements and priorities	Medium	High	Medium	Analyse impact of proposed changes on the current state of the project. Update player-base on what can and cannot be delivered.

### Internal Risks

ID	Risk Description	Likelihood of Occurrence	Impact if the risk occurs	Severity <i>Rating based on impact &amp; likelihood.</i>	Control Measures <i>Actions to reduce the likelihood of the risk.</i>
I1	Game's purpose is not well-defined	Medium	High	High	Complete a Business Case document to define the purpose of the game and why it is needed

12	Game design and deliverable definition is not complete	Low	High	Medium	Define the scope and other game design elements within design documentation (e.g. GDD)
13	Game's development schedule is not clearly defined	Low	Medium	Medium	Regularly review and update the schedule. Keep a log to upcoming, ongoing and completed tasks.
14	Scheduling errors	Medium	High	High	Build in contingency time into the schedule. Track schedules daily and review progress once a week.
15	Unplanned work that needs to be accommodated for	Low	High	Medium	Attend events relating to project management/scheduling. Document all assumptions when they appear.
16	Pressure to arbitrarily reduce task durations and/or run tasks in parallel	Low	High	Medium	Regularly review progress made with tasks and be sure to share the schedule with all involved in the game's development.
17	Scope Creep	Medium	High	High	Document the game's scope in a Project Initiation Document/Project Charter. Refer to this document throughout the game's development and assess all changes against it. Also assess that all changes align with the Business Case document.
18	Insufficient resources available to complete the work	Medium	High	High	Explore various channels to secure resources (e.g. contractors, freelancers). Consider alternative implementation techniques. Reschedule/reprioritise tasks.

### Personal Risks

ID	Risk Description	Likelihood of Occurrence	Impact if the risk occurs	Severity	Control Measures <i>Actions to reduce the likelihood of the risk.</i>
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				<i>Rating based on impact &amp; likelihood.</i>	
P1	Contractor or freelancer delays	Medium	High	High	Build in time extra time into the development schedule. Communicate schedule early to the contractor/freelancer. Check in regularly. Regularly ask if they need anything else to complete the work.
P2	Lack of communication	Medium	Medium	Medium	Write a communication plan which includes frequency, goal and audience of each communication. Identify player-base early and make sure they are considered in the plan. Use most appropriate channel of communication for audience.
P3	Contractor or freelancer failure	Medium	High	High	Assess abilities before hiring. Provide a scope of work that clearly identifies their responsibilities. Actively manage the relationship.
P4	Lack of commitment	Low	High	High	Regular communication with all team members for both the sake of completing task and sharing knowledge. Make sure that everyone understands their role.
P5	Unplanned absence of a team member	Medium	High	Medium	Make sure all involved share the same essential project knowledge. Find a replacement depending on the length of the absence.

### Other Risks

ID	Risk Description	Likelihood of Occurrence	Impact if the risk occurs	Severity <i>Rating based on impact &amp; likelihood.</i>	Control Measures <i>Actions to reduce the likelihood of the risk.</i>
O1	'Acts of God', for example extreme weather leading to loss of resources,	Low	High	High	Ensure insurance is in place to protect losses. Regularly back-up the project so it can be recovered.

	materials, premises etc.				
O2	Illness due to COVID-19 (SARS- CoV-2)	Low	Medium	Medium	Practice good respiratory and personal hygiene. Follow government advice. Wear a face mask when indoors in public spaces and adhere to social distancing guidelines.