



T-404-LOKA, FINAL PROJECT

GUMMS RISK ANALYSIS

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1 Risk Analysis

Many risks can arise while developing big projects and must therefore be noted as they arise. Some risks are discovered during testing and others while designing. The possible risks that could impact the project evaluated by their severity and consequence are listed in the table below.

Table 1: Risk Analysis

Number	Risk	Noted	Chances	Severity	Weighted Risk
1	Personal conflicts can cause a fraction in the group	29.8.2013	30%	25	7,5
2	The game design is flawed	23.9.2013	12%	17	2,04
3	The preliminary design for the API / Network layer is not good enough	23.9.2013	0%	40	0
4	Important features will not be finished on time	23.9.2013	0%	25	0
5	Class work will get in the way	23.9.2013	0%	7	0
6	Windows Azure is more complicated than planned	23.9.2013	0%	35	0

1.1 Handling of Risk Analysis Issues

Issue 1: Personal conflicts can cause a fraction in the group During the first release the group experienced a quarrel based on a misunderstanding which resulted in one group member leaving the group. A meeting was held the following day and ruffled feathers were stroked down. All team members have made a promise to be more careful in how they communicate.

Issue 2: The game design is flawed The original idea is not holy, the product needs to be tested frequently and adjustments to the design made as needed. Be fluid.

Update

- (20.10.2013) As we get more and more functionality working, we are getting more confident in our game design choices. Reducing chance of issues by 10%.
- (8.12.2013) As we do more testing and balancing the system is proving to be fun to play.

Issue 3: The preliminary design for the API/ Network layer is not good enough

Guidance can be sought from people that have experience in building network layers for games. An ex-CCP employee contact might be able to provide help.

Update

(20.10.2013)

Without seeking the guidance we have now setup a simulated Azure server and managed to get commands to and from the server. We are now more confident in our design but we have yet to connect this functionality to our GUI layer. Reducing chance from 75% to 65%.

(8.12.2013)

We are using SignalR and playing the game without problems.

Issue 4: Important features will not be finished on time The backlog was prioritized in such a way that all the important features will get enough attention and early enough in the process.

Update

(11.12.2013)

All major features have been finished.

Issue 5: Class work will get in the way This is a guaranteed problem. The solution is to not over schedule for the releases and try to pay close attention to what is going on in those classes so planning can be done.

Update

(11.12.2013)

All other school work has been finished.

Issue 6: Windows Azure is more complicated than planned The team has a contact within Microsoft Iceland and through that contact has access to technical help.

Update

(20.10.2013)

We have now successfully run Azure in a system simulator. We are working with Microsoft Iceland and the University to get a free server for this project. It seems that the setup is not as complicated as we first envisioned. We are reducing the chance from 80% to 60%.

(24.10.2013)

The Azure server is up and running and therefore no longer a risk.