

Risk ID	Owner	Date Reassessed	Action Required? (Y/N)	Action Taken	Change to severity?	Change to likelihood?
1	Owen	08/05/24	Y	The severity was reduced, as we've already implemented most of the main features in the scope of the project. This means resource drain from scope creep is less likely to impact the group's performance.	3 -> 2	None
9	Owen	08/05/24	N	N/A	None	None
19	Owen & Zachary	08/05/24	N	N/A	None	None
2	Tom	08/05/24	N	N/A	None	None
3	Tom	08/05/24	N	N/A	None	None
12	Tom	08/05/24	N	N/A	None	None
17	Tom	08/05/24	N	N/A	None	None
20	Tom & Izz	08/05/24	N	Risk becomes more severe if it occurs as we get closer to the end of the project.	4 -> 5	None
4	Zachary	08/05/24	Y	Tasks were redistributed in order to balance team members workloads.	None	3 -> 2
10	Zachary	08/05/24	N	N/A	None	None
18	Michael	08/05/24	N	N/A	None	3 -> 4
13	Phil	08/05/24	Y	Before and after we performed the user evaluation we went through and did a few test runs to make sure the game is running smoothly and took feedback and any issues found during the evaluation into account.	None	None
15	Phil	08/05/24	N	N/A	None	None
16	Phil	08/05/24	N	N/A	None	None
1	Owen	15/05/24	Y	The likelihood was reduced, as we're very close to the end of the project and wrote a final plan as a group. This means we know what is necessary to implement, reducing scope creep.	None	3 -> 1

9	Owen	15/05/24	Y	<p>The severity was increased, as we're too close to the end of the project if a team member reports they won't get their work done in time.</p> <p>However, the likelihood was decreased, as we're near the end of the project and had a final review as a group in meeting 8. This means everyone had a chance to say if they had too much workload.</p>	4 -> 5	3 -> 2
19	Owen & Zachary	15/05/24	Y	Likelihood was decreased, as we've been editing the game for a long time now, and are unlikely to find more major bugs.	None	3 -> 2
2	Tom	15/05/24	N	N/A	None	None
3	Tom	15/05/24	N	N/A	None	None
12	Tom	15/05/24	N	N/A	None	None
17	Tom	15/05/24	N	Likelihood is reduced as almost all of the assets we plan to use have been included without problems.	None	3 -> 2
20	Tom & Izz	15/05/24	N	Likelihood is reduced, as we near the end of the project we have a grasp of what is in the original deliverables, with large amounts of the necessary work already completed.	None	2-> 1
4	Zachary	15/05/24	N	N/A	None	None
10	Zachary	15/05/24	N	N/A	None	None
14	Zachary	15/05/24	N	N/A	None	None
18	Michael	15/05/24	Y	The likelihood has increased the closer we get to submission as we are hurrying to add more features faster	None	3 -> 4
13	Phil	15/05/24	Y	The likelihood has increased as we're refactoring a lot of the GameScreen class which will require a lot of testing to make sure all parts of the game are still functioning.	None	3 -> 4
15	Phil	15/05/24	N	N/A	None	None
16	Phil	15/05/24	Y	The severity has increased as we're towards	3 -> 4	None

				the end of the project deadline and a lot of commits and merges are happening all at once including GameScreen refactoring.		
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Note that certain risks were labelled “as needed...” and never triggered, this means there is no mention of them in the risk monitoring table. These include:

- Risk 11, requirements never changed after the week 10 risk rating session
- Risks 7 and 8, a group member never dropped out of the project
- Risk 5 and 6, as no group member was ever absent for a long enough period of time to trigger this risk monitoring after week 10

There was no risk monitoring for the final week, as the assessment deadline was soon after, so these risks were not relevant.