

Bloody Good Game Risk & Issue Register

UPDATED: 21st May 2020

Risk / Issue / Concern	Impact	Category	Proposed Action	Action Taken	Who?	When?
Ball gun Feature Code to confirm if Ball gun still achievable – with the design changed, we are much more confident	Very High	Gameplay Issues	Confirm to continue looking into this	Design changed to remove the main technical risk, so we are optimistic	Code Boss	End of May
Power-ups We don't have a full list right now, and it usually takes a couple of days for us to prototype a feature and if a proposal is workable – I don't think we're going to have all of the power-ups defined and feature-specified by the end of the month.	High	Gameplay Issues	Ensure that power-ups are kept carefully scoped in anticipation of full roll and impact on cost	<ul style="list-style-type: none"> • Overview updated, to follow there are three power-ups. • Needs to be recoded (BCN to follow them with S&F) 	Design Boss	End of May
Task Tracking Migration to new system We have been unable to plan work and commit to it. XYZ has recommended working on the problem and resolving it.	Ongoing	Gameplay Issues	We hope project manager can assist in driving this, along with new production	*New system backlog has been structured *New system backlog being changed	ProjM	Ongoing
Asset List To produce our bottom-up list, we need confidence in the power-ups and ball-guns but fundamentally altering	Very High	Art Issues	We have end of May deadlines to finalise these		Art Mgr	
Staffing Need to hire people to fill our resource profile or we cannot ramp up in time	Very High	Gameplay Issues	Discourage Directors to assist at filling the gaps ASAP		DO	
Staffing - Lighting and VFX Artist Going forward, as the environment artwork starts to flow in, we may encounter stress points in the areas of Lighting and Visual Effects. We have single people on each area - a project of this size may need more to keep up	Ongoing	Art Issues	Hire a lighting artist	The resource plan now includes two lighting artists	Art Dir	Jul-25
Staffing We do not have the correct skillset in Code to be able to handle the PSS investigation, plus handle the other work we have for that team. If we have those extra tech programmers, otherwise a PSS SCo can't happen.	High	Code Issues	Need to identify the PSS programmers and make sure they're hired/needed	Tech Programme Identified internally	Code Dir	ASAP
Level Pipeline Level Pipeline requires validation	Ongoing	Design Issues		These have been called out in the pre-prod exit criteria. It will be ongoing and validated over the next 3 months	DO	August
Art Pipeline All Art pipelines require validation	Ongoing	Art Issues		These have been called out in the pre-prod exit criteria. It will be ongoing and validated over the next 3 months	Art Mgr	August
GDPS Production - Not entirely confident of reaching GDPS, as we have just hired 1st GDPS	Ongoing	Code Issues	Learns the lessons from our testing and tweaking and roll up into best practices	Code Dir has been keeping the clock on pushing out best practice guidance and monitoring CA's best results	Code Dir	Feb
Recashed	High	Art Issues	Feedback to Artists Asset creation pipelines proved inefficient in some areas so we are optimising them	We honed out inefficiencies through building strong processes across our outsourced and local teams	Art Mgr	Closed in May

ID	Date raised	Risk description	Likelihood of the risk occurring	Impact if the risk occurs	Severity <i>Rating based on impact & likelihood.</i>	Owner <i>Person who will manage the risk.</i>	Mitigating action <i>Actions to mitigate the risk e.g. reduce the likelihood.</i>	Contingent action <i>Action to be taken if the risk happens.</i>	Progress on actions	Status
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Risk Register using IF [Event], THEN [Consequences]

Risk ID	Description	Probability	Impact	Risk Score	Mitigation	Contingency	Responsible Person
1	IF Rail-gun is not achievable THEN we will need to find a new ranged weapon, which will impact upon schedule and design specs	8	8	6.4	Change design to remove the main technical risk	Assign a design and coder to work together on proposal for replacement weapon. Producer to measure cost	BOB the Coder
2		10	10	10			
3				-			
4				-			
5				-			
6				-			
7				-			
8				-			
9				-			
10				-			
11				-			
12				-			
13				-			
14				-			
15				-			
16				-			
17				-			
18				-			
19				-			
20				-			

Risk Register using IF [Event], THEN [Effect]

Date raised	Description and Effect	Status	Internal/ External	Probability	Impact	Risk Score	Mitigation & Contingencies	Updates / Comments	Owner
April 3rd 2020	IF Rail-gun is not achievable THEN we will need to find a new ranged weapon, which will impact upon schedule and design specs		Internal	8	8	6.4	M: Change design to remove the main technical risk C: Assign a design and coder to work on the design	21st May: Design changed to remove the main technical risk, so we are optimistic; BILL working on the code this week	BOB the Coder
When was this first noticed?	If Event THEN Effect	Open, Investigating, Implementing, Escalated, Resolved	Do we own this or is it from outside?			Prob x Imp / 10	M: how to make it go away or lessen C: if we can't fix this, what else can we try?	Date: update	Who is accountable?
3						+			
4						+			
5						+			
6						+			
7						+			
8						+			
9						+			
10						+			
11						+			
12						+			
13						+			
14						+			
15						+			
16						+			
17						+			
18						+			
19						+			
20						+			

Risk & Issues Register using IF [Event Happens], THEN [Effect Would Be] & As [Event Happened], THEN [Effect Is]

[illegible]

ARCHIVED - Risks that turned into Issues + Resolved (or use a separate Resolved tab)

Date raised	R/I	Description and Effect	Status	Internal/ External	Probability	Impact	Risk Score	Mitigation & Contingencies / Next Steps	Updates / Comments	Owner
April 3rd 20202	Risk	IF Rail-gun is not achievable, THEN we will need to find a new ranged weapon, which will impact upon schedule and design specs	Now an Issue	Internal	8	8	6.4	M: Change design to remove the main technical risk C: Assign a design and coder to work together on proposal for replacement weapon. Producer to measure cost	21st May: Design changed to remove the main technical risk, so we are optimistic; BILL working on the code this week	BOB the Coder