

# Prismatic\_Peril\_Risk\_Register

## Version Information

**Version Number:** 1.0

**Produced By:** Project Manager

**Date:** 21/04/2025

## Risk Tolerance Thresholds

Risk Level	Threshold	Response Strategy
<b>High</b>	Expected Value > 0.5	Immediate action required. Risks must be mitigated or avoided. Escalate to Project Board.
<b>Medium</b>	Expected Value 0.3 - 0.5	Action required. Risks should be mitigated where cost-effective. Monitored regularly.
<b>Low</b>	Expected Value < 0.3	Accept or monitor. Regular review in team meetings.

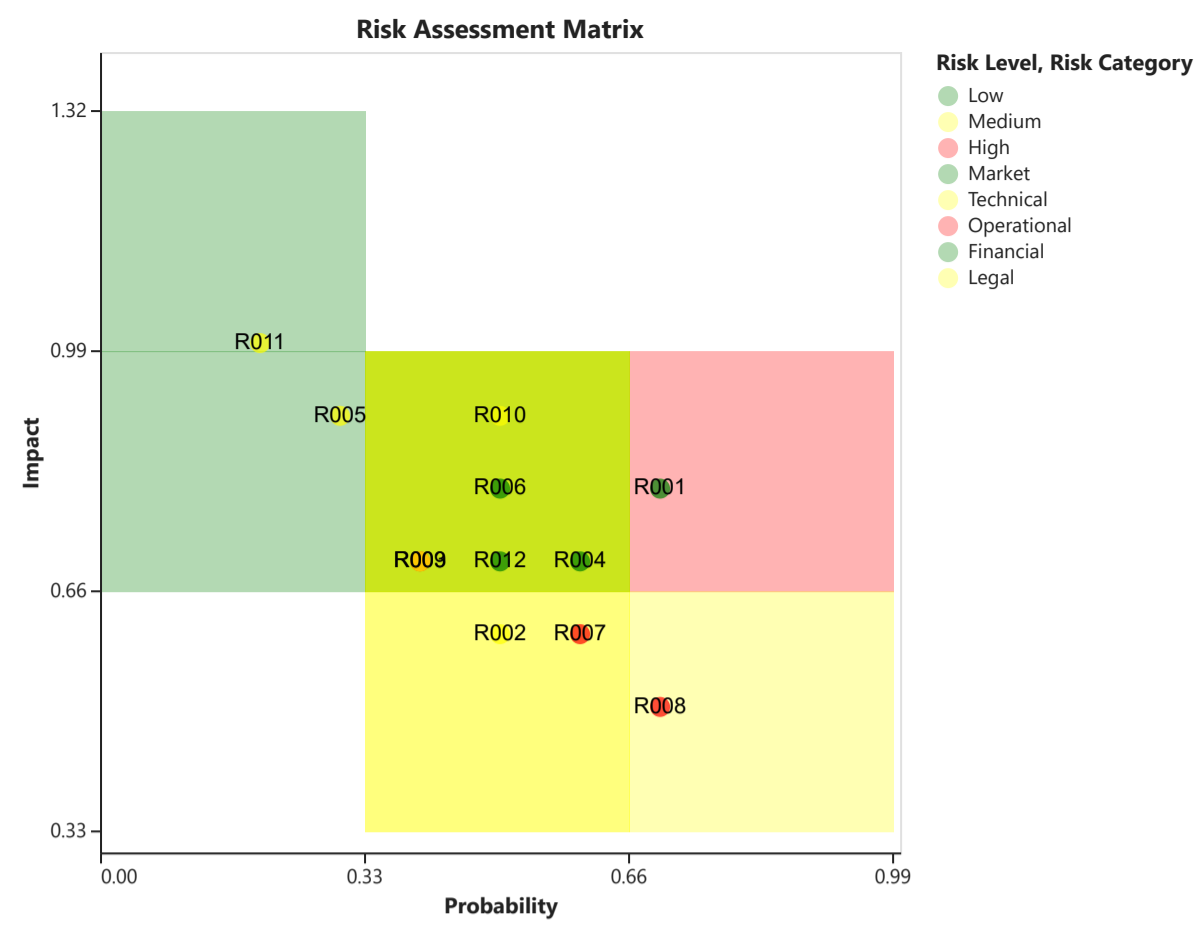
## Risk Categories

- **Market Risks:** Competition, market fluctuations, player reception
- **Technical Risks:** Development challenges, technical debt, platform issues
- **Operational Risks:** Team dynamics, resource availability, timeline slippage
- **Financial Risks:** Budget overruns, revenue shortfalls, investment requirements

## Risk Register Table

Risk Identifier	Date Registered	Risk Author	Risk Category	Risk Description	Probability	Impact	Proximity	Risk Response Category	Risk Response Actions	Risk Status	Risk Owner	Last Updated
R001	2025-04-26	Zaheer Cheng	Technical	Difficulty implementing the core 'chromatic shifting' mechanic smoothly across all target platforms, potentially impacting core gameplay feel and performance.	Medium	High	Development Stage	Mitigate	Allocate experienced programmers; develop early prototypes for testing; conduct performance analysis on target hardware.	Active	Lead Programmer	2025-04-26
R002	2025-04-26	Zaheer Cheng	Resource	Key personnel (e.g., lead programmer, artist) becoming unavailable due to unforeseen circumstances, impacting schedule and specialist knowledge.	Low	High	Project Duration	Contingency	Identify potential backup personnel; document key knowledge areas; cross-train team members where feasible.	Active	Project Manager	2025-04-26
R003	2025-04-26	Zaheer Cheng	Scope	Scope creep: Pressure to add unplanned features during development, potentially exceeding budget, timeline, and deviating from the initial vision.	Medium	Medium	Development Stage	Avoid / Control	Establish a strict change control process; clearly define MVP; regularly review scope against project goals.	Active	Project Manager	2025-04-26
R004	2025-04-26	Zaheer Cheng	External / Market	Competitor launching a similar game with comparable mechanics before Prismatic Peril, potentially impacting market reception and sales.	Low	Medium	Pre-Launch / Launch	Accept / Monitor	Monitor competitor activities; focus on unique selling points (USPs) and marketing differentiation; ensure high quality execution.	Active	Marketing Lead / Producer	2025-04-26
R005	2025-04-26	Zaheer Cheng	Quality	Insufficient testing coverage or effectiveness leading to significant bugs or performance issues at launch, resulting in negative player reviews and damaging reputation.	Medium	High	Testing / Launch	Mitigate	Develop a comprehensive test plan (including alpha, beta phases); allocate sufficient QA resources; utilize automated testing where appropriate.	Active	QA Lead	2025-04-26

## Risk Summary Profile



## Appendices

### Risk Assessment Criteria

#### Probability Scale

Value	Description	Criteria
0.1	Very Low	Highly unlikely to occur
0.3	Low	May occur occasionally
0.5	Medium	Likely to occur
0.7	High	Highly likely to occur
0.9	Very High	Almost certain to occur

#### Impact Scale

Value	Description	Criteria
0.1	Very Low	Minimal impact on project objectives
0.3	Low	Minor impact on project objectives
0.5	Medium	Moderate impact on project objectives
0.7	High	Significant impact on project objectives
0.9	Very High	Critical impact on project objectives
1.0	Catastrophic	Project failure

### Risk Level Matrix

Impact/Probability	Very Low (0.1)	Low (0.3)	Medium (0.5)	High (0.7)	Very High (0.9)
Very Low (0.1)	Low (0.01)	Low (0.03)	Low (0.05)	Low (0.07)	Low (0.09)
Low (0.3)	Low (0.03)	Low (0.09)	Low (0.15)	Low (0.21)	Low (0.27)
Medium (0.5)	Low (0.05)	Low (0.15)	Medium (0.25)	Medium (0.35)	Medium (0.45)
High (0.7)	Low (0.07)	Low (0.21)	Medium (0.35)	Medium (0.49)	High (0.63)
Very High (0.9)	Low (0.09)	Low (0.27)	Medium (0.45)	High (0.63)	High (0.81)
Catastrophic (1.0)	Low (0.10)	Low (0.30)	Medium (0.50)	High (0.70)	High (0.90)