

Team Core Dump

Risk Analysis

Risk #1

Description: GTK+ (Graphic Library) knowledge

Probability: medium

Impact: Difficulty in implementing UI changes or additions

Risk Management: Read documentation of GTK+ library

Risk #2

Description: General Understanding of Current Code

Probability: low

Impact: Can't code anything new

Risk Management: Look at code

Email original Author on unclear code

Risk #3

Description: MikMod Library knowledge (music & sound)

Probability: low

Impact: Not having sound during game play

Risk Management: Read documentation of MikMod library

Risk #4

Description: UML tool knowledge

Probability: low

Impact: Difficulty in doing the design documents.

Risk Management: Learn from Nate & class how to use UML

Practice using the UML toolkits

Risk #5

Description: Network knowledge

Probability: high

Impact: Not being able to stabilize the network part of the game

Risk Management: Learn networking code

Look at other network codes to help understand networking

Read books on networking