Project Risk

Assesment

Large
Game too big to use on the internet

Game not suitable for Facebook

Game not compatible with non-PC formats , such as Android/iOS tablets

Game does not work at all.

Medium

Assets not being created in time
Art and programming not being added / tested

Hardware and Software
One hardware issue is that the project is spread out over 6 computers in college and 6 computers at home. There is always a possibility that something that has not been backed up to the google drive will go missing or corrupt.

Proper backing up of files will minimise this risk, but backups are never as up-to-date , as they should be. (note to self .. back up now !!!)

One issues with software, is that not all the machines have the same version of some software, so it is always a possibility that something will need to be completely re-done, because it was done in the wrong version of the software.

The main way to prevent this, is to make sure everyone is using the same software from the beginning, and to ensure, we have the right versions, when it comes to assemble and build the main level.

Management

Consolidate/duplicate as much assets as possible, such as floors and walls.
Redo phototshop files to JPEGS (or similar to reduce size)

In depth research of Facebook Legal and Technical term and conditions.

For compatibility with 'Tablets' , research software , consult with people who have experience in game conversion

Motivate Staff with simplified tasks, while emphasising the importance of deadlines