

# Plans & Risks

## Web Browser

**Risk Description** – web browsers' compatibility

**Risk Category** – Implementation Code (coffee script)

**Risk Type** – Some browsers' are not compatible with our game (like Google chrome)

**Risk Probability** - High

**Risk Impact (level)** – Low

**Risk Magnitude** - Low

## Response Strategies

**Avoid** – Use firefox which is a compatible browser

**Mitigate** – Review the code to correct the mistake

**Exploit** -

**Enhance** -

**Share** -

## Web Script Language

**Risk Description** – Understanding Web Languages (javascript, coffee script)

**Risk Category** – Implementation Code (coffee script)

**Risk Type** – We don't have knowledge about javascript and other web script languages

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** - Medium

## Response Strategies

**Avoid** – Explore javascript language

**Mitigate** – Read some books and search all over the internet for javascript examples

**Exploit** -

**Enhance** -

**Share** -

## **Database**

**Risk Description** – Understanding the Database (Postgree SQL)

**Risk Category** – Database

**Risk Type** – The database is implement in postgree sql. We are not prepare for that sql language; The database is already implemented (fightCode). We need to create new tables, and so on, to get what we want.

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** - Medium

### **Response Strategies**

**Avoid** – Explore postgree sql language based on our knowledge in other SQL languages

**Mitigate** –Analyze the database properly; construct some queries to have some knowledge about the database tables.

**Exploit** -

**Enhance** -

**Share** -

## **The FightCode game Code**

**Risk Description** – Understanding the implemented code

**Risk Category** – Implementation Code (coffee script)

**Risk Type** – The starting code is already implemented. We need to understand it to implement what we want.

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** - Medium

### **Response Strategies**

**Avoid** –

**Mitigate** – Analyze the implementation code properly

**Exploit** -

**Enhance** -

**Share**

## **Authentication System**

**Risk Description** – Login with CodeUA

**Risk Category** – Authentication System

**Risk Type** – We need to guarantee that users authenticate with codeua login;

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** – Medium

### **Response Strategies**

**Avoid** – Understand how Simple SAML works; IDP uses Simple SAML

**Mitigate** – Start the implementation using "Simple SAML" (IDP)

**Exploit** -

**Enhance** -

**Share** -

## **Code and Revisions**

**Risk Description** – Save code and revisions from users

**Risk Category** – Code and Revisions

**Risk Type** – We need to save the robots' code and their revisions in somewhere

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** - Medium

### **Response Strategies**

**Avoid** –

**Mitigate** – Save the implementation code of the robots in the database; Create new tables for that if they don't exist.

**Exploit** -

**Enhance** -

**Share** –

## **Web Browser**

**Risk Description** – Browser Performance

**Risk Category** – Web Browser

**Risk Type** – The browser needs to have a good performance; We will implement much features, so the game performance must be good;

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** – Medium

### **Response Strategies**

**Avoid** –

**Mitigate** – Produce some simple code; Correct and review the code in each iteration

**Exploit** -

**Enhance** -

**Share** –

## **Bugs**

**Risk Description** – FightCode bugs and future bugs in implementation

**Risk Category** – Bugs

**Risk Type** – The version that we have of fightcode game has some bugs; The future implementation, our implementation will have some bugs too.

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** - Medium

### **Response Strategies**

**Avoid** –

**Mitigate** – Correct the previous bugs of fightcode game; Test intensively the implementation code in each iteration;

**Exploit** -

**Enhance** -

**Share** -

## **Robots Code**

**Risk Description** – Possibility of explore Robots' core

**Risk Category** –Robots code

**Risk Type** – It is possible to explore the robots' code because it is execute by the browser

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** - Medium

### **Response Strategies**

**Avoid** –

**Mitigate** – Try to hide the robots' code implemented by the users

**Exploit** -

**Enhance** -

**Share** –

## **Security**

**Risk Description** – Security in website

**Risk Category** – Security

**Risk Type** – It will be necessary to hide our game's code to the security of the website

**Risk Probability** - Medium

**Risk Impact (level)** – Medium

**Risk Magnitude** - Medium

### **Response Strategies**

**Avoid** –

**Mitigate** – Try to hide our code properly

**Exploit** -

**Enhance** -

**Share** -