

Interactive Game for Child: P09003

9/25/2008

Risk Assessment

Risk	Status/Contingency Plan
Large Group	EE Lead, smaller group meetings, different meeting venues (away from computers)
Processor does not meet needs	Run (basic) experiments, load balancing
Component Lead Time	Plan ahead as much as possible, all preliminary orders before SD2
Manufacturing Lead	Use rapid prototyping from outside company (quick turn around ~1 week), early CAD drawings
Durability (ME standpoint)	High factor of safety, overdesign
Battery Life	Assess power consumption of components and compare with lifetime specs, Power Stress Test (will need test plan)
Weight	Assess weight of core elements (speakers, vibration modules, pcb)
Customer Dissatisfaction	Milestone customer interaction/testing, multiple games
Unfamiliar Programming Environment	Use available developer resources (ie Propeller Object Exchange)
Meeting/Catering to Customer Needs	Continual Customer Interaction/Feedback
Tolerance of Hand machined parts	Seek Assistance/consultations
Button Mechanical/Hardware Interface	Switch Matrix, compensate in software as opposed to all hardware