

## **Risk and contingency list. Detect the areas of work with major risk and alternatives plans in case of delays.**

- Implement turn-based combat system
  - Alternatives:
    - Investigate other projects
    - Implement pair / rubber duck programming
    - Add more programmers
- Combat balance - adjustments
  - Alternatives:
    - Adding more members to balance team
    - Public beta testing
- Adding assets to the game
  - Alternatives:
    - Use placeholder assets
- Port to console (Nintendo Switch Homebrew)
  - Alternatives:
    - Port to alternative desktop OS (Linux, MacOS, BSD)
    - Help
    - Not porting to Nintendo Switch Homebrew
- Puzzle implementation
  - Alternatives:
    - Maze puzzles