Risk register

Twelve deliverables from one set of rules
Reviewed Oct 1, 2026

ID	Risk and cause	Likeli-hood	Impact	Response and evidence	Owner	Status
R1	**Rule copies drift apart** One rule change can land in eight places: manuscript, web book, print PDF, four apps, reference sheets.	H	H	One canonical manuscript; web book and print generated by script; a rules-sync audit after each rules pass. The 10-01 audit corrected seven sheets.	Producer	Controlled
R2	**An app runs on rules it can't read** Players keep old desktop builds after the rules change.	M	H	Every app checks the rules version at start-up and shows an update screen with a download button; a minimum-version file is raised only after the release ships.	Producer	Controlled
R3	**Saved characters break after a rules change** Retired tiers and renamed Boons (Novice, Oathbound).	M	H	Characters migrate on opening, the player is told what changed, and points that only paid for removed options are refunded.	Producer	Controlled
R4	**A bad build reaches players** A release with a defect is downloaded before it's caught.	M	M	Small tagged releases so a problem names its version; bad builds withdrawn (Creator v0.12.2 to v0.12.4); required updates flagged in the changelog.	Producer	Controlled
R5	**AI output trusted without checking** An assistant that sounds certain can be wrong.	M	H	Every AI change is checked against the code or source before release, and credited in the commit. Caught both ways: missing-file claims, and a false download-page claim.	Producer	Controlled
R6	**An edit pass damages the manuscript** Large rewrites of print chapters.	M	H	A named snapshot before every pass (52 in the two weeks before the print build), so any pass can be undone exactly.	Producer	Controlled
R7	**Parallel workstreams collide in a release** Two streams of work touching shared files at once.	L	M	Found once, documented, and a staging check added: diffs are checked before shared files are staged.	Producer	Closed
R8	**A tool disagrees with the rules** Code and rules text written separately.	M	M	Fixed cases: characters dying 5 Levels early (Sep 14), the calculator's 1-die creatures (Oct 1). Open: mixed-group encounter math has no rule yet.	Producer, game designers	Open
R9	**Known web/print mismatch in the Gift list** Different formatting paths for web and print.	H	L	Logged on the project's architecture diagram so it isn't rediscovered; the fix is not yet scheduled.	Producer	Open
R10	**Bugs go unreported or arrive vague** Players and team without a reporting route.	M	M	In-app Report a bug button files a numbered ticket under the step where it happened; a playtest form files P# tickets.	Producer	Controlled
R11	**The hub is a single point of failure** Every ruling and change goes through one person.	M	H	Accepted for one voice in the book. Reduced by keeping every decision in the version history, open questions in a written log, and changes announced to the whole team.	Producer	Accepted

Likelihood and impact are the producer's assessment: H high, M medium, L low. Controlled means the response is in place and working; Accepted means the risk is kept on purpose. Source: 20 Below version history, changelog and planning notes. Team members are named as on the public case study; playtesters are anonymous by request. Compiled with an AI-assisted workflow and checked by the producer.