

Risk Management Plan

I m p a c t

		Trivial	Minor	Moderate	Major	Extreme
<i>P r o b a b i l i t y</i>	Rare				Major external events (wars, pandemics, ...)	
	Unlikely		Team member uses vacation days		Negative product feedback	Bugs in payment process
	Moderate			Competitors released faster	Not enough end-users after the release	The app was rejected in App Stores
	Likely		Team member gets sick			
	Very likely					

Risk	Strategy
Major external events (wars, pandemics, ...)	Escalate. Leave it to the general management do discuss policies of dealing with the crisis.
Vacation of a team member	Mitigate, through planning vacations in advance and adding vacation of a team member to a roadmap.
A team member quits	Mitigate, by conducting regular one-on-one reviews and building good relationships with team
Changes in scope	Mitigate, by planning scope before sprint and approving it with the client & team. Accept small changes in scope.
The app was rejected in App Stores	Avoid, by making sure the app follows the publication rules before release
Users found bugs after release	Mitigate, through extensive testing and setting up ways to collect feedback periodically from users
Not enough end-users after the release	Mitigate, by planning marketing strategies early and start of user attraction before the release
Competitors released faster	Mitigate, by good market research, start marketing activities before the release to have a user base
Negative user feedback	Mitigate, by testing before the release to fix critical bugs and receive user feedback early