Risk	Risk Statement	Response Strategy	<u>Objectives</u>	Likelihood	Impact	Risk Level							
PC Failure	A major PC failure can lead to a significant amount of lost dev time while the device is OOA and will require time to get it repaired.	Ensure that there are no empty containers of food or drink are near the PC that could damage components, ensure that there is sufficient power filtering to prevent an over surge to the motherboard. Also ensure a secondary device is on hand in the evantuality that the PC falls, at least that way work on the project can continue with a minor loss in dev time.	To prevent interruption to the project workflow and ensure max time is spent on development of an MVP.	Possible	Significant	D3							
Illness	Increased chance of illness with the current global pandemic going on, which can lead to a severe loss of dev time while recovering from any illness.	Ensure that workstation is kept clean and sanitised, helping developers maintain good personal hygiene by having access to hand wash stations/anti-bacterial hand gel.	To ensure the health and wellbeing of developers so that project workflow can remain as uninterrupted as possible	Possible	Severe	E3							
Passwords Stored Insecurely	If user passwords are not stored securely like in plain text files, it could allow someone with malicious intent access to the user's account and potentially make unwanted changes to their journals/account.	To ensure passwords are stored securely using hashing and are not available in plain text for anyone to read.	To prevent user accounts being compromised due to easy access and readability of passwords in the database.	Unlikely	Significant	D2							
SQL Injection	An SQL injection attack can lead to hackers generating inputs that could retrieve user accounts, or worse, able to destroy the entire database, causing severe issues to the project should it occur.	To utilise methods such as query paramaters to prevent the ability to do an SQL Injection attack, meaning that the SQL Statements are executed in a controlled manner and limiting the ability of invalid input to return anything useful or cause harm to the database.	To have a secure database safe from attackers looking to cause malicious harm, keeping the project up and running post deployment.	Unlikely	Severe	E2							
Time-Mismanagement	Distractions or misuse of dev time can seriously affect the ability to deliver an MVP by the project deadline.	Ensure time is managed well by planning out each stage of development, utilising tools like a Jira Board to allow for an overview of tasks to be completed to give a good indication to project progress, ensuring time is utilised in an efficient manner to deliver an MVP by the project deadline.	Ensure that an MVP is produced by the deadline and time is used effectively and efficiently.	Extremely Unlikely	Significant	D1							
Accidental Deletion of Project from Local Drive	Could accidentally delete the project of the local drive while moving/tidying up folders, meaning that the project and any progress would be lost, severely impacting the ability to deliver an MVP.	Utilise Git for version control and utilise GitHub for online repository storage, making sure local changes are backed up online, so if anything local is loci, it is still available online and can be easily cloned down, meaning there is only a minor disruption to project workflow.	Prevent any loss of progress to significantly increase the ability to deliver an MVP by the deadline.	Extremely Unlikely	Minimal	B1							
Lone Working	Working From Home leads to less interaction and ability to keep an eye on developers to make sure things are ok physically and mentally. Lack of communication/check-ins can lead to a disconnect for developers and potentially lead to a decline in mental health which will affect ability to work effectively. Physical injuries can also occur at home, leading to an inability to work depending on the extent of the injury.	Implement a check-in system so regular contact is made to ensure that developers feel kept in the loop and have a social aspect to working so they don't feel alone and can help identify any signs of mental health decline so that help can be given sooner rather than later. Also ensure that lone remote workers identify any physical hazards in their environment so proper mitigation can be put in place to prevent any physical injuries occurring.	To ensure the health and mental wellbeing of remote lone workers, keeping them motivated so that project workflow is maintained with minimal impact to a deliverable MVP.	Possible	Significant	D3							
Burglary	This could lead to the workstation and secondary devices, such as laptops, to being stolen, which would cause a significant loss in dev time due to loss of workstation and no secondary devices to continue work on, significantly reducing the chance of being able to develop anything, including an MVP by the deadline.	Ensure good security measures are put in place such as locking all doors and shutting all windows when no-one is in the household and setting the alarm. Also ensure that at night, any points of entry where no-one occupies are secure, i.e all doors locked and ground floor windows closed, alarm turned on for appropriate locations like back door and garage door.	Reduce the chanve of thiefs breaking in and making off with devices used to work on for the project so there is no loss of dev time.	Extremely Unlikely	Severe	E1							
Display Screen Equipment	Incorrect use of equipment at desk can lead to aches and pains and even serious injury, affecting ability to work in a comfortably efficient and effective manner, leading to a loss of dev time due to discomfort.	Ensure that workstation is correctly setup that correct posture is able to be maintained, and peripherals such as keyboard and mice are in a comfortable position to reduce the chances of wrist aches and pains and even something as severe as carpel tunnel.	Protect developers from aches and pains or potentially serious injury down the line if proper implementation of DSE is not adhered to. To protect the physical comfort and wellbeing of developers at their workstations.	Possible	Moderate	С3							
											Impact		
									Negligible A	Minimal B	Moderate C	Significant D	Severe E
								Extremely Unlikely 1	A1	B1	C1	D1	E1
							7	Unlikely 2	A2	B2	C2	D2	E2
							Liklelihood	Possible 3	А3	В3	СЗ	D3	E3
								Likely 4	A4	B4	C4	D4	E4
								Extremely Likely 5	A 5	B5	C5	D5	E5