Risks

The risks that we foresee specific to our project are the efficacy of our tutorial videos because the purpose of our app is to make users more secure and increase privacy and not being able to directly implement the changes ourselves we are 100% relying on the user to fulfil the apps purpose. So if a user cannot understand our tutorial videos and make the changes required then we have failed at our mission statement.

As the application won’t be able to make any of the changes to a user’s social media account itself due to the limitations imposed by the social media platforms to their APIs and will have to rely on the user successfully following tutorials, human error may mean some changes may not actually take affect but the user will think they have, lulling them into a false sense of security, however in this case the application will notify the user again, the user may give up making the changes if the task is too laborious or complicated which it sometimes can be when navigating social media security settings - they aren’t always the easiest to locate.

Another risk is if we have unexpected difficulties executing our initial check of settings. There are many moving parts here so the risk is elevated but with careful considerations like more time and increased personnel on standby during development these risks can be limited as much as possible.

Also a potential risk is the need to have the application running in the background to allow it to provide notifications about setting changes and possibly the need for the application to be updated periodically.

Another potential obstacle we anticipate is keeping up with the changes in a timely manner and having new tutorial videos ready. The tutorial videos must also be easy to follow and aimed at novices which will need testing - the videos could seem easy to follow to ourselves who have IT experience, but we may leave some people behind. We will keep this in mind during development to make sure the app is effective. With appropriate measures and safeguards we believe this application has the potential to make a real difference in improving social media security and privacy, so it can be used safely, and be the enjoyable experience it set out to be, without the risk.

Daniel notes / draft / brainstorm space

\*Daniel - reading A2 feedback - starting work

From spec:

*What risks can you identify for your project? There will always be some generic risks (such as computers breaking down the night before a deadline, health and family issues, and institutional changes). Do not include generic risks such as these.*

*The idea is to be as specific as you can to your project. For example, if your topic is to develop a game, there may be a risk that the software you choose to work with may be very difficult to learn, poorly documented, or not turn out to have the features that it claims it has.*

*These properties are often only discovered once you have started working with the software, and so unless you have had lots of experience with the particular tool, there is always a risk that it may not work as well as you believe it should, no matter how much prior research you do.*

*Similar comments apply to hardware.*