



# **BBM 487 – SOFTWARE ENGINEERING LABORATORY**

## **LIBRARY BOOK LOAN SYSTEM**

### **Risk Management Report**

**GROUP 10**

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<b>Risk forecasted in planning</b>	<b>How it was handled / mitigated</b>
Not returning the book	If the book is not returned on time, it will be prohibited for the user to buy another book until the book is returned.
Users security	We set the access areas in the database accordingly. No user can access the private data of other users, only accessible from the admin panel.
Time to learn Unity	The reason we chose Unity is that it can be used on every platform. We chose unity so that it would be easier to move the platform when we wanted the program, but it had some disadvantages. We were forced to access the database. We were experiencing a lot of difficulties when we thought we could turn it into a web application in a relaxed way with WebGL.
Connecting Database	Initially we thought to use the oracle database, but we had a lot of problems connecting the oracle database to Unity. So we used SQLite at the end of our research but it took us a lot of time to solve this problem.

<b>Risks NOT forecasted in planning but observed</b>	<b>How it was handled / mitigated</b>
WebGL Problem	Under normal circumstances, unity applications can be run as a web application using webGL, but when we try to do this, we actually get an independent error, which should not go away. We can not overcome this problem either.
Which database is compatible	Without the oracle database, it took us a while to investigate how to overcome this problem with the database.