Risks   
  
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.  
  
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The biggest risk that we have identified is the limited timeframe. The implementation of the project was a starting point whereby we needed to lay the ground work for the project. This was effectively the foundation of the planning process. The idea of the project was to create an application to minimise food waste, in turn saving the environment and educating our audience. The Go-Live date has limitations which could perhaps deny identifying more testing, looping into implementing more ways to fix any issues that we may face. The application can also hinder tasks such as testing as we are focusing on selecting people to test the product before we roll out before Go-Live date. Documentation to properly develop our idea into motion is not an issue as we have already finalised the implementation of the project. Training staff on the product itself can also be a risk as we need to be able to understand what the application can do, work around the issues that may not be able to resolve in due time. By seeking skilled staff to support the project, it is also a necessity to be able to manual handle any important risks such as software issues. This can be managed in time by creating well documented work instructions and feedback from end users.