Risk	Risk Statement	Response Strategy	Objectives	Likelihood	Impact	Risk Level
Illness	This can lead to loss of dev time on the project, significantly reducing the chaneces of delivering MVP by the project deadline.	Ensure that the working environment is kept in a clean state to reduce the chance of bacteria/virus build up in work station, following normal hygeine measures such as washing hands before and after eating, using the toilet etc.	To protect the health of developers while participating in the project to prevent any loss to dev time, so the MVP can be delivered by the deadline.	Unlikely	Significant	D1
PC Failure	Loss of PC can lead to a significant loss of dev time due to lack of access to the project and workstation needing to be repaired.	Have a secondary device, (i.e laptop), on standby to minimise the loss of dev time. Also ensure that PC is protected as far as possible from being damaged by implementing use of surge protectors, keeping unsealed containers of food/liquid away from the PC itself, keep the PC in a safe location that is out the way to minimise the chances of someone bumping into it and knocking it over.	To maintain a steady workflow of development so that there is minimal to no time lost due to loss of workstation.	Unlikely	Severe	E1
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 house is kept as secure as possible by locking all doors and night, and only leave windows on second floor open in rooms occuppied by members of the household. Ensure alarm is set any time the house is left empty and all doors and windows are locked and shut respectively. Use other measures to secure PC in place so in the case someone does gain access to the house, they are unable to move the PC easily and quickly, reducing the chances they would try and take it.	To prevent unwanted persons on the premises and prevent workstation and secondary devices from being stolen so that a steady dev workflow can be maintained.	Extremely Unlikary	Severe	E1
Internet Outage	This will not impact dev time particularly but will affect the ability to utilise online resources to research any issues/ask questions if stuck on a problem. Will also mean that the online repository will not be able to be updated so if any loss of work occurs, the work will be unrecoverable.	Developers should have a mobile device with mobile data available so they can either use that device as a hotspot while internet is out, or use the device itself for utilising online resources for answers to any questions/issues that arise. Developers should also have a secondary device, such as a laptop, on hand so they can go portable to a local cafe or such location in which there is publicly accessible wifi so that the online repository can be kept up to date. Alternatively use a neighbour's connection if they have connection and amicable in assisting you with your work.	To maintain access to online resources so any questions/issues can be resolved quickly and to ensure that the online repository is kept as up to date as reasonably possible to prevent any loss of work.	Likely	Minimal	B4
Insecure Database	This could lead to cyber attacks such as an SQL injection or ransomware attacks, leading to the loss of the database and it having to be recreated, leading to a significant loss in dev time and significantly reduce the ability to deliver an MVP by the deadline.	Follow best practices on keeping the database secure, using secure credentials that are stored in secure password vaults, and not stored as plain text anywhere. If possible, set the database up as a local database, and only make it available online when all security best practices have been implemented and testing has proven the security of the database.	Prevent cyber attacks that could lead to loss of information/loss of database, significantly impacting the project and ability to deliver an MVP.	Possible	Severe	E3
Time-Mismanagement	Without proper time management, time can be lossed working on unnecessary or already completed parts of the project, leading to other parts of the app being missed, effecting the ability to deliver an MVP by the deadline.	Ensure proper time management by utilising a MoSCoW Document and Jira to prioritise features of the project, and to give an oversight to progress being made to ensure all tasks required to deliver an MVP can be completed. Make use of other utilities such as timers/alarms to ensure that breaks do not become to long so maximum time can be used on development.	To ensure that the deadline is met with all tasks/user stories completed in a timely manner, and there is a deliverable MVP by the deadline.	Unlikely	Severe	E2
Accidental Deletion	Partial or full loss of the project will lead to needing to re-create any parts of the project that were lost, if the files cannot be recovered.	Making use of GitHub, a Version Control tool, with regular commits and pushes, if any work is accidentally deleted, then minimal amount of work will be lost due to the ability to recover the work from GitHub/Git Logs.	To prevent any loss of work that will lead to parts of the project having to be re-written, taking dev time away from new, unimplemented features required to produce an MVP by the deadline.	Unlikely	Minimal	B2
GitHub Account Hacked	Will lose access to the online repo, potentially leading to an a breach in the source code, and lose access to the git log.	Ensure secure credentials are used and if they are to be stored, are stored in a secure password vault to prevent chance of a hacker gaining access to said credentials and accessing GitHub and locking you out.	To prevent loss of access to online repo so that I am not relying solely on a local git repo to store all the git history, which could lead to a loss of data if the hard drive failed, or the directory is accidentally deleted.	Unlikely	Moderate	C2
GitHub Taken Down	The loss of github will mean that the only copy of the project will be stored locally, and will become much more difficult to share with others for checking/evaluation and may lead to loss of work if the local repository becomes inaccessible due to hard drive failure or accidental deletion.	In the case that GitHub site becomes inaccessible/taken down, then utilise a different online repository hosting service such as GitLab. This will require checking the terms and services of the repo hosting service, but ensures there is an online accessible repository.	To ensure that there is an online, accessible repository that means I am not solely relying on a local repository and repository can be accessed by other persons for checking/marking.	Extremely Unlikary	Minimal	B1

		Impact				
		Negligible A	Minimal B	Moderate C	Significant D	Severe E
Likelihood	Extremely Unlikely 1	A1	B1	C1	D1	E1
	Unlikely 2	A2	B2	C2	D2	E2
	Possible 3	A3	B3	C3	D3	E3
	Likely 4	A4	B4	C4	D4	E4
	Extremely Likely 5	A5	B5	C5	D5	E5