IMPACT			
PROBABILITY		**MINOR**	**MODRATE**	**EXTREME**
RARE	• disasters	• Big changes in requirements	• Problem with sponsors
MODRATE	• changing Project manger	• Problem with suppliers	• Late release • App crashes
LIKELY	• Team member gets sick • vacations	• Team conflicts • Negative feedback of team	• Dissatisfaction of the customer • Competitive combines

Risks	Strategy	
disasters	escalate	Managed by general manager
changing Project manger	Avoid	By the contract
Team member gets sick	Escalate	Managed by team leader
vacations	Avoid	By the contract
Big changes in requirements	Avoid	Weekly/monthly meeting with customer to give project status report
Problem with suppliers	Mitigate	Treat with more than one supplier
Team conflicts	Mitigate	Weekly reports about members Meetings to solve the conflicts
Negative feedback of team member	Mitigate	Celebrations for achievements Team charter
Dissatisfaction of the customer	Mitigate	Weekly/monthly meeting with customer to give project status report
Competitive combines	Avoid	Increase features for our projects Make the project always up to date
Problem with sponsors	Escalate	By general manager
Late release	Avoid	Good planning Always have plan b
App crashes	Mitigate	Good testing