

# Управление на процесите в разработването на софтуера

**Упражнения**

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# Risk



# Risk

- An event that **may or may not** happen. If it does happen, it will have **unwanted consequences** and will result in **losses**.

# Risk vs Issue

- **Risk** is something that could impact the project **in the future**. **Issue** is something that is impacting the project **now**.

# Risk management

- Identify risk when it is cheap and EASY
- Reduce probability of risk occurring
- Reduce impact of risk occurring

# Common Project Risks

- Funding
- Time
- Resources
- Knowledge Transfer
- Technology
- Project Complexity
- Company Politics

# Common Project Risks

- For each Risk identify Probability, Impact Value, Mitigation Plan
- Contingency Plan – For High and Medium classified Risks (How to minimize the impact of a Risk when it gets to the stage)



# Closing project

- Customer Acceptance (UAT)
- Reviews – internal review
- Project Sunset Doc
- Handovers



# Customer Acceptance

- Put spotlight on the UAT right from day 1
- Offer to create/review the UAT test cases
- Ensure UAT success
- Realistic Criteria – bugs!

# Project Team Review

- 1-2 weeks after the UAT
- 2-3 hours
- All project hands
- **No blame game!**

# Project Team Review

What to review

- The Positives
- Improvement Areas
- The Negatives

# Project Team Review

After the meeting

- Feedback to future projects (in all areas)
- Individual Performance reviews