

Team#03 Binary Bugs : Risk Management Plan										
Sr. No	Risk Item	Description	Type	Probability of occurrence	Impact	Priority	Risk Indicator	Mitigation Plan	Contingency Plan	
1	Client Insatisfaction	Client will not use the product	Business	0.3	2	0.6	-	Setting a meeting with client for understanding requirements.	Ask for some time to the customer and correct the mistakes	
2	Unavailable Resources	Will need to find alternate resources	Product	0.3	1	0.3	Internet service is not good and computer breakdown	Rent resources from other people	Keep alternate resource ready	
3	Estimation Inaccurate	Project will not get completed in time	Team	0.3	2	0.6	-	Verify estimation time after each phase and make changes as needed	Find the problem of the last estimation and re-estimate the whole project while keep in mind about problem statements of the last estimation so it will not propagate again.	
4	Conflicting User Requirements	We will create a product that no one use	Business	0.3	1	0.3	-	Make notes and document for all requirements of the client	Setup a meeting with customer again	
5	Lack of sufficient training	Proper training is not given to the team members	Team	0.5	2	1	Team members are taking too much time in task given to them	Other skilled developer have to work more	Arrange extra time and retrain	
6	Improper choice of technology	We will not be able to solve the real problem and work will be longer	Technology	0.3	2	0.6	We get the news that current used technology is getting outdated	Taking expert review at that time for migrate	Switch to the compatible technology as soon as we confirm that we are on the wrong path	
7	Lack of communication between team members	Members working independently and no proper communication	Team	0.3	2	0.6	Team members not responding to emails and messages	By arranging day to day sessions with team members	Setup a meeting with those members and if required take appropriate actions to improve their performance	
8	Tools Failures	Project can not be built	Product	0.3	2	0.6	-	Quickly move to other similar tools	Keep a note of similar tools	
9	Incapable Team members	Lack of ability	Team	0.3	1	0.3	Team members are taking too much time in learning required technology	Other skilled developer have to work more	-	
10	Ineffective prioritizing modules	Useless modules and features	Product	0.3	2	0.6	customers are not interested in solutions given to them	Try to reduce the impact by reprioritizing all modules	Verify the new priority list	
11	Data loss	Data lost	Product	0.3	2	0.6	Back up is not created	Recovering the data as much is possible to	Keep second database	
12	Flow in system design	Wrong flow in system design	Product	0.3	2	0.6	-	Change should be done as required	-	
13	Natural calamities	Natural Disaster like cyclone, pandemic	Environmental	0.5	1	0.5	If we get the information from the agency that some natural calamity is coming up.	-	Work from home	
14	Unavailability of team members	unavailability of team members at crucial times	Team	0.3	2	0.6	-	Other skilled developer have to work more	Divide work equally among available team members	
15	Workload between projects	Multiple projects at the same time	Team	0.5	2	1	In other subjects students are getting too many assignments ie academic overload	Try to give our best and putting extra efforts	Try to keep a schedule and priority list	
16	Server Crash	System will not be online on most important time	Technology	0.8	2	1.6	Many connection requests time out.	Use server on development machine	Backup server should be there.	

This is how we Count The Column Of:			
#Probability	High	Medium	Low
	0.8	0.5	0.3
#Impact	Catastrophic	Nominal	Negligible
	2	1	0.5
#Priority	= Probability * Impact		