|  |  |
| --- | --- |
| **Risk** | **Mitigation** |
| Schedule slip due to deadlines for other projects. | Carefully plan project work around other deadlines and ensure we are aware of when other project deliverables are due. Reduction of project scope if schedule clash is unavoidable. |
| Schedule slip due to team member dropping out | Regular communication and meetings with team to keep everyone involved. Reduce scope of project if drop-out occurs. |
| Schedule slip due to steep learning curve of certain development areas | Analysis of difficult development bottlenecks, ensure the tasks assigned to team-members match their skill level. More team-members assigned to task if it proves very difficult. |
| Buggy code that proves difficult to debug | Regular and continual testing throughout development. Analysis of areas prone to bugs or errors. |
| Incoherent integration of system due to lack of communication and collaboration | Regular levelling meetings to ensure individually created sections are created with integration in mind. Regular integration and whole system testing. |