In this document we present the risks that might affect the outcome of our project. By listing the risks we are made aware of what consequences they may have and how we can handle them so that they do not have to happen in the first place, or to mitigate the consequences caused by them. This is a document that will be updated throughout the project when new risks are detected.

The table we are using for the risks uses nine columns with information that should be provided to make the risks more clear.

- ID – Unique ID.
- Name – A short name for the risk.
- Description – Describes the risk.
- Likelihood – How likely it is for the risk to happen. 1 being low, 5 being high.
- Consequence – The consequence the risk has for the project. 1 being low consequences, 5 being high consequences.
- Priority – Likelihood * Consequence. A high number equals high priority, a low number equals low priority.
- Coverage strategy – How can we monitor this risk, who is responsible?
- Consequence strategy – Can we in some way mitigate the consequence for the risk?
- Likelihood strategy – Can we in some way reduce the likelihood for the risk to happen?

Old risks that have been taken care of should be down prioritized and new risks should be added continuously.

ID	Name	Description	Likelihood	Consequence	Priority	Cov
1	Time estimation	Too optimistic time estimation for different tasks leads to tasks getting pushed to next iteration	4	3	12	Weekly me needs to b Project ma
2	Unrealistic expectations	Customer can have expectations, leading to a determination of failure despite the project	3	3	9	Team invol developme feedback.

		meeting its goal and objectives.				
3	Vague requirements	Vaguely specified requirements can be more time-consuming than expected	3	3	9	Constant c costumer t everyone u requiremer
4	Testing	Unit testing with Jest can be complicated when using React Router and other imported components.	3	3	9	Use StaticR MemoryRou mockups o (https://rea router/web
5	Customer Contact	Inadequate communication with the customer	2	4	8	Andrew init customer
6	Design/User interface	User interface doesn't fulfill desired requirements for target group etc.	2	4	8	Team need different st techniques
7	Dependence on external supplied	Component has unwanted hidden dependencies which might create maintainability	2	4	8	Document imported c

	components	issues for the group and later for the customer.				
8	Requirements Inflation	As the project progresses more and more features that were not identified at the beginning of the project emerge that threaten timelines	2	3	6	Weekly con through em where curr presented
9	New techniques	Techniques that no one in the group has any knowledge of is needed to implement some requirements.	2	3	6	Investigate that is new
10	Personnel turnover	Key personnel leave the project taking critical information with them that delays the project	1	4	4	–
11	SignalR/ASP.NET version	ASP.NET Core 2 is newly released and the SignalR client for this version is still in alpha.	1	4	4	A working proving tha have a low
		WebRTC is needed for				

12	WebRTC	video calls and live streaming. Uncertain if WebRTC can be used from server to client for live-broadcast.	1	4	4	Create PoC live stream
13	Development environment	Different OS etc. can lead to various results during development	1	4	4	Setup Vagr different O
14	Poor communication in team	Poor communication between team-members can lead to rework and reduced productivity	1	4	4	Each team- planned wo morning. A when uncer and distrib
15	Gold plating	Unnecessary features are added.	2	2	4	Team need requiremer decide wha
16	Insufficient or ineffective testing	Test are insufficient; many post-delivery defects might be reported	1	3	3	Do manual unit tests w of requirem