*Part of the Project Charter*

# Risks

* The measuring of success
* Key man risk
* Not having a cross functional team
* Time management
* The students may not like and trust the web site, as a result refuse to use it.
* Project scope creep as a result of focusing into many department or categories
* Companies may not want to use this system to recruit graduates.

# Team Skill Set

* Team culture and cohesion – we must focus more on team collaboration because collaboration is the heart of agile. Culture includes the communication skills among the team members, we need to have measurable goals in place.
* It is important for everyone to be always involve and understand their role in the team for a team to successful achieve their goals
* Programmer
* Analysis and Design
* Critical thinking and problem solving
* Writing skills and documentation

# Trade-Off Sliders

* Focus more on delivering a complete shippable feature than to focus on everything and end up not delivering anything complete (scope).
* Deliver the complete or part of the project within the scheduled time (timing)
* Keep the system as simple as possible to maintain high quality performance with low defects
* The website must be user friendly/easy to use and look appealing to all its users (usability)
* User data/information protection (security)
* Few clicks as possible
* Easy to integrate other platforms to system e.g. Facebook
* Rank students accordingly
* The system must put a smile on the people faces (delight)
* scalability