Risks

1. Communication
   1. The lack of or misunderstandings may hinder the project in such a way that there may be pats of the project may go unfinished or may even be done in the wrong way, which may lead to the project running over time.
   2. Group Members not knowing what is going on, such as in meetings or in other platforms of communication.
   3. There may also be the issue of not keeping the client up to date. Which means that here may not be much feedback on the development of the project.
2. A group member may take leave from the group.
   1. Leaves the group short on a resource, as their activities may need to be completed by other group members, putting more strain on the to get things done.
   2. This may also relate to communication, especially when it comes to coding. If the group member does not put comments within their own code, which explain what they are doing, then the other members take on the extra work, they may not be sure what the group member was trying to do.
3. Lost Data
   1. This may be caused by various reasons, such as corrupted data or forgetting to save. The easiest way to solve this is to make sure all documents and work is back up, as this may lead to major delays within the project.
4. Group members disagreeing
   1. If group members disagree this may lead to arguments, which may hinder the project if they cannot come to a compromise, especially if they are working closely together.
5. Difficulty in Starting
   1. This may be for various reasons such as not knowing where to start, or not having the correct resources at the beginning of the project.
6. Lack of contributions from members
   1. This may hinder the project as they are not putting in the same effort as other members, leading to more work being put onto other members.
7. Lacking in certain skills.
   1. This may mean certain parts of the project may take longer to complete, as group members will have to spend time learning and developing the skills needed. This may lead to some activities taking longer to be completed.
8. Documentation
   1. Lack of documentation, means that the project may be hindered from going forward, if it passed to other members, then they may not know what the app is able to do, or if the final product is given to the client then they may not know what has been done to complete the project.
9. Group meetings for the sake of group meetings.
   1. This may mean that the group meets up without having any objective and not accomplishing anything. These types of meetings may be more meaningful if done through other platforms of communication.
10. Not being able to get in contact with the client.
    1. This may mean the project won’t get any feedback before the end of the project, leading the project possibly being done differently to what the client wanted.

Personal Goals

1. Develop Interpersonal Skills
   1. I have always struggled when it has come to working with people that I don’t know very well. However, throughout the course of this project, I hope to push myself to contribute in group meetings and not to overthink to much about what I am saying.
2. Develop Team Working Skills.
   1. My teamworking skills have always been okay. However, I throughout my time at university, I have had very few good experiences in group work. Furthermore, I have always been somebody who has preferred to work by myself. For this project I hope to develop my team working skills and be more engaged in the work and the group, so that I may have a better group work experience.
3. Time Management
   1. For most of my work, I tend to leave my work to the last possible moment, so that I only have enough time to complete my coursework. I hope that throughout this semester I will be able to work on that. During this module, the project will be mapped out and deadlines set for activities to be completed, so I am hoping that this will allow me to develop my time management skills, as I will be forced to get things done in plenty of time, as well as fitting all my other work in as well.
4. Learn something new
   1. I hope that throughout this project I will be able to learn something new, whether that be just how to use GitHub or even something about programming. This module is a chance for me to get out of my comfort zone and learn about different aspects of creating apps.