**Risk management**

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| ***Risk*** | ***Probability*** | ***Effect*** | ***Strategy*** |
| The database used in the system cannot process and manage all the transactions per second as expected | Moderate.  It depends on how much the application will be used in the market. | Serious.  The system can go down and cannot process some requests from the users | Alert the customer when the capacity of database is running out fast. Two alternatives:  Delete the oldest data.  Adding a new database to the system. |
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| The server has a data overload. | Low.  This risk has a pre-strategy used to manage it because tests about stress were done. | Catastrophic.  If this case occur, the entire system goes down not only by processing the last requests but it is also impossible to access into the system while the system is still down. | This can happen principally during the rush hour. It is useful to increase the server capability during these hours. |
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| A user’s request considered by him as sent, it is actually never been sent due to a network error. | Low.  This can happen only if people are in a place with little cellular coverage. | Serious.  A user believes he has sent a request, but in reality, it is not true. | Force a minimum cellular coverage to all the users for using correctly the application. |
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| Market risk.  This is meant as the possibility to not have an expected number of downloads due to the age of the population in relation to those who use the service.  The teenager and the part of the population that is young, use much more the railways services than the taxi. | Moderate.  This risk can be taken into consideration based on what the city is smart. Integrate a service like this in a city whose population is old would make little sense. | Moderate.  Probably the money coverage spent on the project will has much time to be regained. | It is useful to study accurately the target population before staring to develop the app. It is a good thing make a survey by which obtain the habits of the citizens. |
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| People risks.  This is associated with the availability, skill level, and retention of the people on the development team.  Probably it could be useful to have a programmer and a designer in our team. | High. | Low.  Probably the absence of these two figures mean a low palatability level of the application in terms of design. The functional use of the application is anyway guaranteed. | The customer can inform about these two figures to include in the project team only during the development part according of course to the estimated cost. |