Risk Mitigation

In this section we will discuss risks which can cause problems for the development of our project progressing forward and possibly making us fail and not meet our objectives we have set out. At the same time, we will discuss way to mitigate or completely remove ways of these risks occurring.

Main risks

Hardware/Software failure

As we are working on electronic devices, there is a possible chance of internal components to stop working on our computers and resulting in a loss of work that has been done. The chance of this happening is definitely low, but it can still happen.

Software on the other hand have risk of crashing and losing progress on your work. This risk is more likely as we will be creating an app and to test our app, we will need to constantly open a simulation of a device and this can be very heavy for our computers and chances of crashes happening are higher. Not only this but some people tend to just keep working and not saving their work until the end, but this is problematic as software or your pc can crash.

Lack of Communication

As this is a team project there are risks when it comes to communication with the members. If topics aren’t communicated effectively, there can be misunderstandings among members and a chance for members to be lost and not sure where they are or what they are doing when it comes to the project. Everyone should be on the same page and should understand the requirements. We can come to a point where we just do our work and not show the team what has been done from your side. Making sure people are up to date with where things are is important for the whole team to move forward on the project.

Inexperience in mobile application development

Our team is not very experienced when it comes to developing a mobile app. There are possibilities of us being delayed because we don’t understand how creating an app works or the program we use to create the app is difficult to understand. The coding language can be a problem as there are different ways to write code depending on the language so this can be considered learning a new language and familiarizing yourself with it which can create delays or even components not being finished on time.

Time Constraints

As this project is very limited on time, we only have 8 weeks in total to complete our project. With such limited time, we have to make sure we have tasks are finished on time and there is almost no room to have major mistakes that would set us back as this could result in the project being incomplete and far from where would like it to be. Insuring we have a good plan in our project management is key to help us succeed and keep track of where we would like to be on tasks.

Components being Complicated

A certain component could be very complicated and since we don’t have a lot of experience in mobile application development, this could cause delays and we can be stuck trying to figure out how to make the component work. This problem could affect other components.

Risk Mitigation

Mitigation for Hardware/Software Failure

Saving our work often and insuring we have multiple save files and backups on external devices or cloud will prevent a lot of work being lost if this situation occurs.

Mitigation for Lack of communication

We have decided to have face to face meetings weekly to update team members on progress and we will have each other’s contact information.

Mitigation for inexperience in mobile application development

To mitigate this, we have decided that we will learn the fundamentals before we start doing work and know how to work around our app. We will also look a guide online to help us.

Mitigation for Time Constraints

We will make sure to follow our gantt chart as closely as possible and add leeway days on certain tasks so we can have time where we need it just in case a situation does occur where we need it.

Mitigation for Components being Complicated

The best way to mitigate this would be to avoid it and work on other parts until we can go back to it. There is still problem of other parts needing that component but not much we can do there.