

Analysis of technical risks for project POC

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Risks

Loss of one or more team members (2,5)

Description

A team may be left without one or more members for various reasons (expulsion from the university, taking academic leave).

The team must remain in full force until the successful completion of the project. If one or more members leave the team before completing the project then the rest of the team will need much more time to finish the project.

Or it will be difficult to manage completing the project because the person who left the team contributed a lot.

Reasons for the appearance

The whole team consists of NSU students which follows, people. Some members of the group don't have time to pass laboratory works for one of the courses, it means they might be expelled.

Action for Reduce the Impact

Pre-assigning tasks between members in order to reduce the affect of losing one or more members.

Incorrect calculation of time and efforts (2)

Description

The time is the most valuable resource, so it should not be wasted. The work should be done evenly throughout the whole course.

If we do not make a plan of work we may have problems with time and deadlines.

Reasons for the appearance

The whole team is new to the big team project. This complicates collaboration and goal setting because of the novelty in this field. Lack of experience is the main reason for this risk.

Action for Reduce the Impact

The time need to be split up for the main parts of the project and the deadlines should be set.

We must calculate our work progress and make a plan which we will follow.

Also, the main idea of the impact reducing is making a prototype.

Incorrect development priority (2)

Description

Incorrectly stated priority might ruin the entire project. To achieve the best results in the shortest time,

the most important modules have to be done in time.

And the features that affects only the appearance and so on have to be done after them.

Reasons for the appearance

No team member has ever created games or blockchain applications, which complicates the entire development process. The lack of a template for the development of such a project can lead to a loss of time.

As in the previous point, lack of development experience in this area can lead to the risk of incorrect development priority.

Action for Reduce the Impact

Creating a prototype will help us realise the main and the problem parts of the project.
This will make the task of prioritizing easier.

Prototype not finished by the end of the semester (2)

Description

The prototype must be completed before the end of the semester.
We must show it by the end of the semester. If we do not show the finished prototype until the deadline
then we will not get credit and we will not be able to continue working on the project.

Reasons for the appearance

Prototype should be done to ensure that we are able to make the entire project.
The problem might cause that fact, that we have a lack of experience.
The main and problem parts might be underestimated, what will entail ruining the entire prototype development.

Action for Reduce the Impact

We plan to do our best to make a prototype until the end of the semester.