**Risks and Risk Management**

**Key risks**

SoundScorz key risks when it comes to the overall quality of the project come with the diverse team with different programming backgrounds and programming styles, the ground-up build style of the entire program, and the lack of communication with the end-client

The different programming backgrounds and styles can cause the code to be sloppy and unformatted, as well as creating incompatibilities between certain objects and functions within the program

Since we are starting from scratch, we are not using any existing working systems for our program that we can work off of. Since everything is going to built from the ground up, everything must be made in house and therefore, won’t have a guarantee of working correctly

The lack of communication with the end-client can cause the program to sway off course and not deliver the perfect product to the client

**Mitigation**

The team can write out a set of rules regarding how the code will be written and the styles that are used to make the objects and functions within the program

Each object and function of the code must be compatible and flexible so they can be easily implemented in other parts of the program. All of these objects and functions should be thoroughly tested to make sure they work in accordance to the team’s standards before being implemented to the greater program

The team should make efforts to keep the client in-the-loop about everything that the team has been working on or having trouble implementing. Having a close relationship with the client will make for a more satisfactory product