

SE 216 – SOFTWARE PROJECT MANAGEMENT
PROJECT RISKS DOCUMENT

PROJECT NAME: CodeCraft

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LIKELIHOOD RANK	RISK DESCRIPTION
1	Lack of Funding - The project could face an issue of having insufficient resources which could damage its ability to complete the development.
2	Security Vulnerabilities - If user data is not protected properly, it could lead to data security breaches or privacy concerns.
3	Limited User Base - The project's sustainability could be compromised if the platform fails to garner a substantial user base.
4	Inaccurate User Progress Tracking - Misinterpretation of user code by the AI assistant could result in inaccurate progress reports, undermining effective learning experiences.
5	Unforeseen Maintenance Needs - Ensuring the platform's maintenance and seamlessly integrating future updates with OpenAI Codex may demand more resources than initially anticipated.
6	Technical Challenges - The integration of OpenAI Codex or the development of core functionalities may encounter unforeseen technical difficulties.
7	API Access Limitations - Changes in access terms or functionalities of OpenAI Codex could have an impact on the core features of the platform.
8	Copyright Infringement - Inadvertently incorporating copyrighted material into tutorials or exercises may result in legal ramifications and potential issues.
9	Scope Creep - Expanding features or functionalities beyond the initial project scope could result in delays and strain on resources.
10	Content Inadequacy - The learning materials (tutorials, exercises) might not be comprehensive or engaging enough for users.
11	Team Member Conflicts - The project progress could be impeded by disagreements or communication issues within the team.
12	Bias in AI Assistant - The AI assistant might inherit or amplify biases present in its training data, leading to suggestions that favor certain programming approaches or discourage learners from exploring diverse solutions.

13	Natural Disasters - Project development could experience significant delays due to natural disasters affecting team members or infrastructure.
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IMPACT RANK	RISK DESCRIPTION
1	Lack of Funding - The project could face a depletion of resources, whether financial or human, hindering its ability to complete development.
2	Limited User Base - The project's sustainability could be compromised if the platform fails to garner a substantial user base.
3	Security Vulnerabilities - If user data is not adequately protected, it could lead to data security breaches or privacy concerns.
4	Team Member Conflicts - Project progress could be impeded by disagreements or communication issues within the team.
5	API Access Limitations - Changes in access terms or functionalities of OpenAI Codex could have an impact on the core features of the platform.
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LIKELIHOOD RANK	IMPACT RANK	COMBINED RANK	RISK DESCRIPTION
1	1	2	Lack of Funding - The project could face a depletion of resources, whether financial or human, hindering its ability to complete development.
2	3	5	Security Vulnerabilities - If user data is not adequately protected, it could lead to data security breaches or privacy concerns.
3	2	5	Limited User Base - The project's sustainability could be compromised if the platform fails to garner a substantial user base.
5	7	12	Unforeseen Maintenance Needs - Ensuring the platform's maintenance and seamlessly integrating future updates with OpenAI Codex may demand more resources than initially anticipated.
6	6	12	Technical Challenges - The integration of OpenAI Codex or the development of core functionalities may encounter unforeseen technical difficulties.
7	5	12	API Access Limitations - Changes in access terms or functionalities of OpenAI Codex could have an impact on the core features of the platform.
4	11	15	Inaccurate User Progress Tracking - Misinterpretation of user code by the AI assistant could result in inaccurate progress reports, undermining effective learning experiences.
11	4	15	Team Member Conflicts - Project progress could be impeded by disagreements or communication issues within the team.
8	10	18	Copyright Infringement - Inadvertently incorporating copyrighted material into tutorials or exercises may result in legal ramifications and potential issues.

9	9	18	Scope Creep - Expanding features or functionalities beyond the initial project scope could result in delays and strain on resources.
10	8	18	Content Inadequacy - The learning materials (tutorials, exercises) might not be comprehensive or engaging enough for users.
12	12	24	Bias in AI Assistant - The AI assistant might inherit or amplify biases present in its training data, leading to suggestions that favor certain programming approaches or discourage learners from exploring diverse solutions.
13	13	26	Natural Disasters - Project development could experience significant delays due to natural disasters affecting team members or infrastructure.

#	STAKEHOLDER	DESCRIPTION
1	Influencers	<p>People who have the influence to affect other's decisions or thoughts through social media and audiences.</p> <ul style="list-style-type: none"> - Increased reach and brand awareness. - Limited exposure, hindering user acquisition. - Promote CodeCraft to their audience through reviews, tutorials, or social media endorsements.
2	Customers	<p>A person who buys goods or a service.</p> <ul style="list-style-type: none"> - Gain a user-friendly platform to learn various programming languages. - Limited access to effective learning resources. - Drive platform adoption through user base and positive feedback.
3	Suppliers	<p>A company, person, etc. that provides things that people want or need, especially over a long period of time.</p> <ul style="list-style-type: none"> - Secure long-term contracts for essential software or hardware components. - Loss of a potential client and missed opportunity to showcase their products. - Provide reliable technology solutions and technical support with competitive pricing.
4	Employees	<p>People who work for this project.</p> <ul style="list-style-type: none"> - Gain valuable experience in building a real-world coding education platform. - Potential job insecurity if the project fails. - Actively develop and maintain the platform.

5	Investors	<p>A person who gives some of his own capital for future financial gains.</p> <ul style="list-style-type: none"> - See a return on investment through a successful and sustainable platform. - Loss of investment if the project fails to gain traction. - Provide financial resources to ensure platform development and growth.
6	Cloud Service Providers	<p>Services that are providing database solutions.</p> <ul style="list-style-type: none"> -Maintain the data for low costs. -missed opportunity to showcase cloud solutions for educational technology. - Offer scalable and secure cloud infrastructure to support platform growth.
7	Product Owner	<p>The person responsible for ensuring the success of a project and maximizing the value of the product.</p> <ul style="list-style-type: none"> - Gains recognition for leading a successful project. - Potential career setbacks if the project fails to deliver. - Provides strategic direction and vision for the project.
8	Communities	<p>Group of people sharing some similar opinions or benefits.</p> <ul style="list-style-type: none"> - Gain access to a valuable resource for their members' learning journeys. - Limited options for their members to access high-quality coding education resources. - Promote the project within their communities and encourage user engagement.
9	Governments	<p>The group of people who are managing the country.</p> <ul style="list-style-type: none"> -Potentially endorse CodeCraft as a valuable learning tool. - Missed opportunity to expand access to quality programming education. - Collaborate on promoting CodeCraft for national educational programs.
10	Educational Institutions	<p>Special organizations for education.</p> <ul style="list-style-type: none"> - Enhance their curriculum with interactive learning tools. - Limited options for engaging and effective programming education. - Collaborate on content development aligned with specific learning objectives.
11	Developers	<p>People who are responsible for developing software.</p> <ul style="list-style-type: none"> -Build a reputation as a valuable resource within the coding education community. - Limited platform visibility for their content and expertise. - Develop engaging tutorials, exercises, and challenges for the platform.
12	Shareholders	<p>A person who owns shares in a company and therefore gets part of the company's profits and the right to vote on how the company is controlled.</p> <ul style="list-style-type: none"> - Share in the profits generated by a successful platform. - Financial losses if the project fails to generate revenue. - Provide capital for platform development and ongoing operations.