Risk Analysis

1. **Personnel Shortfalls:** having certain team-members do activities that they have little to no experience in can cause delays as well as cause negative team morale. The best way to minimize this risk is to specifically design jobs for certain individuals to fit their specific strengths.
2. **Unrealistic schedules and budgets**: having certain tasks in the project take too long or unforeseen obstacles when creating the initial schedule can lead to unrealistic schedules that cannot be met. The best way to minimize this risk is to brainstorm and accurately plan for any type of delay that could be caused in the project.
3. **Developing the wrong software functions:** unspecified tasks and functionality in the original mockup of a design can lead to left out or completely wrong functionality in implementation of software. The best way to combat this is to completely analyze, review, finalize, and redo every possible design before continuing with implementation.
4. **Developing the wrong user interface:** unspecified user-abilities and design wants can lead to completely insufficient and irrelevant UI design. If the customer, designers, and users are not on the same page, the user interface result could be confusing, and not helpful to the users. A complete walk-through of how the user should be able to interact with the UI as well as hopeful visual wants should be outlined before the UI is designed. This will minimize unnecessary UI and re-designs due to incomplete/missing features.
5. Gold Plating
6. Continuing stream of requirements changes
7. Shortfalls in externally performed tasks
8. Shortfalls in externally furnished components
9. Real-time performance shortfalls
10. Straining computer science capabilities