

**CR001:** Add Networking Feature for Attendees (profiles + messaging)

**CR002:** Integrate Payment Gateway (Stripe + PayPal)

## Scenario 1: Project Beginning – No Code Written Yet

### CR001 – Networking Feature

|  |  |                         |           |
|--|--|-------------------------|-----------|
| <b>ID</b>  | CR001  | <b>Date of approval</b> | 9/04/2025 |
| <b>Issue description</b>   |  |                         |           |
| Lack of clear design specifications for chat interactions. Group chats and asynchronous messaging were not included. |  |                         |           |
| <b>Risk</b>  | Medium – Could delay design.   |                         |           |
| <b>Effort</b>  | Medium   |                         |           |
| <b>Assigned persons</b>  | Backend (Mariana López), Frontend (Nayeli Perez)   |                         |           |
| <b>Estimated budget</b>  | \$800  | <b>Real budget</b>      | \$10000   |
| <b>Estimated Time</b>  | 16 days  | <b>Real Time</b>        | 16 days   |
| <b>Solution</b>  | A meeting was held to clarify user interaction scenarios and requirements. Additional mockups and flowcharts were generated. |                         |           |
| <b>Opportunities:</b>  | Improved communication tools for attendees   |                         |           |
| <b>Outcomes</b>  | Backend began outlining database schema for chat data.   |                         |           |
| <b>HR Feasibility</b>  | Yes existing team  |                         |           |

### CR002 – Payment Gateway Integration

|   |  |                         |           |
|---|--|-------------------------|-----------|
| <b>ID</b>   | CR002  | <b>Date of approval</b> | 9/04/2025 |
| <b>Issue description</b>  |  |                         |           |
| Payment implementation requirements were unclear during the design phase. The team was unaware of the encryption and storage rules for sensitive user payment data. |  |                         |           |
| <b>Risk</b>   | High – Potential rework if security standards are unmet.                           |                         |           |
| <b>Effort</b>   | Medium   |                         |           |
| <b>Assigned persons</b>   | Backend (Monica Hernandez), Frontend (Luis Perez)                                  |                         |           |
| <b>Estimated budget</b>   | \$ 1000  | <b>Real budget</b>      | \$ 1200   |
| <b>Estimated Time</b>   | 8 days   | <b>Real Time</b>        | 12 days   |
| <b>Solution</b>   | The project manager organizes the team and a payment security document is created. |                         |           |
| <b>Opportunities:</b>   | Secure transactions and learning about payment security                            |                         |           |
| <b>Outcomes</b>   | Security requirements finalized before coding                                      |                         |           |
| <b>HR Feasibility</b>   | Yes existing team  |                         |           |

## Scenario 2: 50% of Code Completed

### CR001 – Networking Feature

|   |   |                         |           |
|---|---|-------------------------|-----------|
| <b>ID</b>   | CR001   | <b>Date of approval</b> | 9/08/2025 |
| <b>Issue description</b>  |   |                         |           |
| Backend API created high response times during chat under medium user load. The API was executing complex joins in real-time, resulting in latency. |   |                         |           |
| <b>Risk</b>   | High – Poor user experience and delays in QA  |                         |           |
| <b>Effort</b>   | High  |                         |           |
| <b>Assigned persons</b>   | Backend (Raul Mora)   |                         |           |
| <b>Estimated budget</b>   | \$ 1200   | <b>Real budget</b>      | \$ 1250   |
| <b>Estimated Time</b>   | 15 days   | <b>Real Time</b>        | 18 days   |
| <b>Solution</b>   | The backend team redesigned the API using MongoDB for chat logging. Response time was reduced by 70%. |                         |           |
| <b>Opportunities:</b>   | More stable and scalable messaging backend, learn optimization with MongoDB                           |                         |           |
| <b>Outcomes</b>   | Load test scheduled.  |                         |           |
| <b>HR Feasibility</b>   | Yes with external review  |                         |           |

### CR002 – Payment Gateway

|   |   |                         |           |
|---|---|-------------------------|-----------|
| <b>ID</b>   | CR001   | <b>Date of approval</b> | 9/08/2025 |
| <b>Issue description</b>  |   |                         |           |
| There were conflicts between the PayPal and Stripe options in the interface. Switching between them erased the user's data, which had to be re-entered. |   |                         |           |
| <b>Risk</b>   | Medium – Risk of purchase abandonment.  |                         |           |
| <b>Effort</b>   | Medium  |                         |           |
| <b>Assigned persons</b>   | Frontend (Luis Perez)   |                         |           |
| <b>Estimated budget</b>   | \$300   | <b>Real budget</b>      | \$300     |
| <b>Estimated Time</b>   | 8 days  | <b>Real Time</b>        | 8 days    |
| <b>Solution</b>   | The team encapsulated each payment method into independent components with a shared driver. |                         |           |
| <b>Opportunities:</b>   | New experience in developing independent modules  |                         |           |
| <b>Outcomes</b>   | QA passed the test case   |                         |           |
| <b>HR Feasibility</b>   | Yes existing team   |                         |           |

### Scenario 3: 90% of Coding Complete

#### CR001 – Networking Feature

|   |  |                         |           |
|---|--|-------------------------|-----------|
| <b>ID</b>   | CR001  | <b>Date of approval</b> | 9/12/2025 |
| <b>Issue description</b>  |  |                         |           |
| System slowed down with 20+ concurrent chat users. The server was not optimized for concurrent WebSocket connections. |  |                         |           |
| <b>Risk</b>   | High: Performance degradation during peak usage times.   |                         |           |
| <b>Effort</b>   | High   |                         |           |
| <b>Assigned persons</b>   | Backend (Monica Hernandez),  |                         |           |
| <b>Estimated budget</b>   | \$1500   | <b>Real budget</b>      | \$1700    |
| <b>Estimated Time</b>   | 20 days  | <b>Real Time</b>        | 27 days   |
| <b>Solution</b>   | The backend adopted a dedicated message queuing system. Load was distributed using PM2 and CPU clustering. |                         |           |
| <b>Opportunities:</b>   | Optimizing performance and learning about distributed processing   |                         |           |
| <b>Outcomes</b>   | 60% improvement observed, but stress testing pending   |                         |           |
| <b>HR Feasibility</b>   | Yes with external review   |                         |           |

#### CR002 – Payment Gateway

|  |  |                         |           |
|--|--|-------------------------|-----------|
| <b>ID</b>  | CR002  | <b>Date of approval</b> | 9/12/2025 |
| <b>Issue description</b>   |  |                         |           |
| The Stripe service failed due to incorrect environment variables that didn't match the test configuration. Tokens were invalidated during payment execution. |  |                         |           |
| <b>Risk</b>  | Critical – Payment processing failed randomly  |                         |           |
| <b>Effort</b>  |  |                         |           |
| <b>Assigned persons</b>  | Backend (Monica Hernandez)   |                         |           |
| <b>Estimated budget</b>  | \$ 1700  | <b>Real budget</b>      | \$ 2000   |
| <b>Estimated Time</b>  | 15 days  | <b>Real Time</b>        | 22 days   |
| <b>Solution</b>  | Stripe API keys were reconfigured and validated in production. Monitoring tools were added to detect potential issues. |                         |           |
| <b>Opportunities:</b>  | Learn about testing in real-world environments   |                         |           |
| <b>Outcomes</b>  | Issue was contained, but fallback logic will be fully implemented in version 1.1.                                      |                         |           |
| <b>HR Feasibility</b>  | No – external software support is required   |                         |           |

