**Risk Assessment and Management Plan**

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| **Risk** | **Type** | **Probability** | **Consequence** | **Strategy** |
| The application does not adapt to all targeted Android devices. | Technology | High probability | Tolerable | We will program our application keeping in mind that our application must be dynamic and usable across a variety of devices, regardless of hardware, API level, and screen resolution. |
| The application leaks personal information to hackers. | Technology | Moderate probability | Serious | We will be using the highest available levels of security to encrypt user data and account information. |
| Team members are frequently sick or unavailable to work on the project or meet. | People | High probability | Tolerable | We will communicate frequently about our schoolwork and upcoming assignments when assigning project tasks. We will set times and importance for our meetings, so that all team members will be available and accountable for each other. |
| Changes to requirements that require major design rework are proposed. | Requirements | Low probability | Serious | We will frequently be communicating with our client to be sure they are satisfied with our progress and results. Any changes to requirements will be up for discussion and source code will be distributed and dynamic enough to adapt. |

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| **Risk** | **Type** | **Probability** | **Consequence** | **Strategy** |
| The time required to develop is underestimated. | Estimation | Moderate probability | Serious | Team members will regularly meet to discuss current status and estimate deadlines. As different tasks and components are completed, team members will take on new tasks to complete. |
| The source code is inefficient and the application is slow when executed. | Technology | Moderate probability | Insignificant | Our team will program efficiently and constantly review each other’s source code to look for areas of improvement. |
| The test devices are not sufficient for testing. | Tools | Low probability | Insignificant | Members of the team have personal devices to test on. New devices may be purchased for the purpose of testing. |