Q1. Suppose you are developing a traveling code system, use the **Risk Management Process** to identify, analyze, plan and monitor the risks that are potentially involved in the project.

Q2. Develop the case study example below to include general activities that Alice could introduce to ensure that other members of the team remain motivated.

Case study 2: Motivation

Alice's assistive technology project starts well. Good working relationships develop within the team and creative new ideas are developed. The company decides to develop a peer-to-peer messaging system using digital televisions linked to the alarm network for communications. However, some months into the project, Alice notices that Dorothy, the hardware design expert, starts coming into work late, the quality of her work deteriorates and, increasingly, she does not appear to be communicating with other members of the team.

Alice talks about the problem informally with other team members to try to find out if Dorothy's personal circumstances have changed and if this might be affecting her work. They don't know of anything, so Alice decides to talk with Dorothy to try to understand the problem.

After some initial denials that there is a problem, Dorothy admits that she has lost interest in the job. She expected she would be able to develop and use her hardware interfacing skills. However, because of the product direction that has been chosen, she has little opportunity for this. Basically, she is working as a C programmer with other team members. While she admits that the work is challenging, she is concerned that she is not developing her interfacing skills. She is worried that finding a job that involves hardware interfacing will be difficult after this project. Because she does not want to upset the team by revealing that she is thinking about the next project, she has decided that it is best to minimise conversation with them.

Q3. What problems do you think might arise in extreme programming (XP) teams where many management decisions are devolved to the team members?

Note: in the lecture, we haven't learned 'extreme programming' yet. We will explore this concept ourselves, for example from

https://en.wikipedia.org/wiki/Extreme_programming

http://www.extremeprogramming.org/

https://asana.com/resources/extreme-programming-xp