

SE 216 – SOFTWARE PROJECT MANAGEMENT
PROJECT RISKS DOCUMENT

PROJECT NAME: HOME AGAIN

**GROUP MEMBERS: BEYZA ÖZGÜR, BORA YÖRÜK, BİRKAN SARIBACAK,
KUBİLAY KALKAN**

LIKELIHOOD RANK	RISK DESCRIPTION
1	Coding – The project may contain unnecessary and unefficient code blocks because the team does not have any experience with mobile application coding.
2	Timing – Project may not be finished in the desired time.
3	Testing – If testing process is not done properly, users’ first impression on the project may cause a negative impact and this may increase the number of users.
4	Training – Training process may be difficult and may take so much time.
5	Requirements Inadequacy – The requirements specified by customers and end-users may not be enough. New requirements that were not identified before may be needed.
6	Hardware Adaptation – It may not work on versions above Android 7.0 as desired.
7	Failure – The application may not achieve the desired success, so it may have a small number of users.
8	Complex GUI Design – Due to the complex user interfaces, people of all ages and groups may have difficulty using the application.
9	Tools – Chosen tools may not be enough in the implementation process.
10	Misuse – The application may be misused.
11	Budget – Our budget may not be enough to finish the whole project.
12	Team Member Turnover – Any one of the members may leave the team before project is deployed because of conflicts within the team or personal problems.

SE 216 – SOFTWARE PROJECT MANAGEMENT
PROJECT RISKS DOCUMENT

IMPACT RANK	RISK DESCRIPTION
1	Timing – Project may not be finished in the desired time.
2	Failure – The application may not achieve the desired success so it may have a small number of users.
3	Team Member Turnover – Any one of the members may leave the team before project is deployed because of conflicts within the team or personal problems.
4	Coding – The project may contain unnecessary and inefficient code blocks because the team does not have any experience with mobile application coding.
5	Testing – If testing process is not done properly, users' first impression on the project may cause a negative impact and this may increase the number of users.
6	Requirements Inadequacy – The requirements specified by customers and end-users may not be enough. New requirements that were not identified before may be needed.
7	Misuse – The application may be misused.
8	Complex GUI Design – Due to the complex user interfaces, people of all ages and groups may have difficulty using the application.
9	Tools – Chosen tools may not be enough in the implementation process.
10	Hardware Adaptation – It may not work on versions above Android 7.0 as desired.
11	Training – Training process may be difficult and may take so much time.
12	Budget – Our budget may not be enough to finish the whole project.

SE 216 – SOFTWARE PROJECT MANAGEMENT
PROJECT RISKS DOCUMENT

LIKELIHOOD RANK	IMPACT RANK	COMBINED RANK	RISK DESCRIPTION
2	1	3	Timing – Project may not be finished in the desired time.
1	4	5	Coding – The project may contain unnecessary and unefficient code blocks because the team does not have any experience with mobile application coding.
3	5	8	Testing – If testing process is not done properly, users' first impression on the project may cause a negative impact and this may increase the number of users.
7	2	9	Failure – The application may not achieve the desired success, so it may have a small number of users.
5	6	11	Requirements Inadequacy – The requirements specified by customers and end-users may not be enough. New requirements that were not identified before may be needed.
12	3	15	Team Member Turnover – Any one of the members may leave the team before project is deployed because of conflicts within the team or personal problems.
4	11	15	Training – Training process may be difficult and may take so much time.
6	10	16	Hardware Adaptation – It may not work on versions above Android 7.0 as desired.
8	8	16	Complex GUI Design – Due to the complex user interfaces, people of all ages and groups may have difficulty using the application.
10	7	17	Misuse – The application may be misused.
9	9	18	Tools – Chosen tools may not be enough in the implementation process.
11	12	23	Budget – Our budget may not be enough to finish the whole project.