

Risk	Description	Probability	Impact	Risk Factor	Control						
injuries	suffering an injury such as carpal tunnel or a strain from sitting at a screen for long periods of time like an eye or back strain.	2	4	8	take regular breaks to walk around and take care of posture and your general being.						
gambling addiction	given the project is a bet tracker, gambling could be encouraged.	2	5	10	ensure gambling stays fun by setting limits and ensuring to use sites such as this to manage profit and loss.						
data breaches	the content within the website is obtained by the wrong person or the home pc/laptop is maliciously attacked	1	5	5	ensure the laptop has a security package added and that only the correct people have permission to access the site.						
illness	becoming ill and unable to complete the project within the Scrum Timeframe, which for us was 5 days.	2	5	10	ensure you stay hygeinic by regularly washing. Being cautious with food and dangers. Staying fit and getting regular exercise.						
hardware failure	pc/laptop crashes or breaks, or cpu burnout .	2	4	8	regularly save and push changes to github so no work is lost. Ensure hardware doesn't get overused. Close unused programs to save the pc.						
incorrect action	incorrectly removing/ updating data	3	3	9	not a major issue but results in time wasted. Take care when changing data or ensure the removal is of the correct data. would be a bigger issue with large databases that linked.						
cost issues	hosting the site permanently on a server such as cloud	1	4	4	use a localhost for the project.						
lack of version control	work isn't backed up and changes aren't tracked	2	3	6	ensure the feature branch model is used so work can be separated into smaller amounts so if a bit of data is lost it isnt crucial.						
internet failure	the internet in your home/ place of work crashes	3	1	3	keep work saved to the local disc as well as pushed to github so that multiple copies exist NOTE: jira would be affected.						

Risk Matrix & Risk Impact Scores							Risk Ratings
Probability	5 Almost Certain	5	10	15	20	25	
	4 Likely	4	8	12	16	20	Extreme
	3 Possible	3	6	9	12	15	High
	2 Unlikely	2	4	6	8	10	Medium
	1 Rare	1	2	3	4	5	Low
		Slight	Minor	Moderate	Major	Catastrophic	
		1	2	3	4	5	
		Impact					