Risks

working time issues (1 wants to work 8am, other 1 at 2pm)

not being able to connect multiple clients to one chat

not being able to define concurrency issues

not being able to implement YT API

not solving some game issue thatAndreiwantedtosolveandwehadtoaskteachersaboutit.?

MVC spike – is it worth? Lots of time spent

Not having enough time to refactor DB to entity FW

Not being able to do callbacks in MVC

Not being able to connect chats between web and desktop clients

Not having enough time to finish web client

During the development of our application we encountered several risks. Biggest risk for our project was being on verge of losing one team member. This problem’s probability was low at first, but grew over time. First strike was given, because he had not finished his part of the application in 1.5 months. Second one was given for begin late to group meetings and sometimes not showing up at all. Every other team members was always against throwing anyone out and he was given many chances. Begin on verge of this situation reduced team morale and willingness to work. Lots of time was spent on argumenting over various solutions to this problem. If he had been thrown out, team would have encountered even bigger decrease in team’s morale. Person who had been thrown out would have had to create new application with reports in 2 weeks. Luckily he started performing better and no more problems occured.

Another big risk that our team encountered at the beginning of this project was not being able to connect multiple clients together. If this problem had not been solved, consequences would have been massive. Our main user story is about being able to talk to another person through our application. Without being able to connect two or more clients together in one chat, our project would have failed. We would have had to start all over again and come up with an new idea for the project. Probability of this risk occuring was quite high and consequences would have been huge, but we always kept positive and we knew we could solve it, if it ever happened. Third risk that we had was not being able to solve an issue in rock, paper, scissors game. The risk was quite real and it took us 2 days to make it work. Consequence to not being able to solve this problem was having to leave this part out of the project. Some members said that spending time on solving this issue is waste of time, while one insisted that it is not. Team gave in and time to solve this problem during working hours was given. In the end problem solved itself.