# Milestone 4

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# Risk Register

| | No. | Risk Description | Root Cause | Mitigation Strategy | Probability | Impact | Responsible Party |
|---|---|---|---|---|---|---|---|
| **Inception** | Inc1.1 | Unclear project objectives | Poor stakeholder communication | Regularly communicate with stakeholders to ensure alignment | Medium | High | Project Manager |
| | Inc1.2 | Insufficient funding | Budget constraints or inaccurate estimations | Implement strict budget controls and monitor expenses closely | Medium | High | Financial Manager |
| | Inc1.3 | Key team member availability | Competing commitments or unforeseen circumstances | Cross-train team members and establish backup plans for critical roles | Low | Medium | Project Manager |
| **Initiation** | Int1.1 | Scope creep | Unclear project scope | Implement change control procedures and prioritize requirements | High | High | Project Manager |
| | Int1,2 | Inadequate availability of skilled resources | Limited availability of skilled resources | Conduct resource capacity planning and consider outsourcing options | Medium | High | Resource Manager |
| **Planning** | Pln1.1 | Inaccurate project estimates | Lack of historical data or inaccurate assumptions | Conduct thorough project planning and utilize expert estimation techniques | Medium | High | Project Manager |
| | Pln1.2 | Technology adoption challenges | Complexity of new technologies or tools | Provide training and support for team members, pilot new technologies | Medium | Medium | Technology Lead |
| | Pln1.3 | Communication breakdown | Inadequate communication channels or processes | Establish clear communication protocols and ensure regular team meetings | Medium | Medium | Project Manager |
| **Design & Dev.** | Dev1.1 | Integration challenges | Compatibility issues between different systems | Conduct thorough integration testing and implement standardized interfaces | Medium | High | Technical Lead |
| | Dev1.2 | Scope changes | Changing requirements or stakeholder requests | Implement change management processes and prioritize requirements based on impact | Low | Medium | Project Manager |

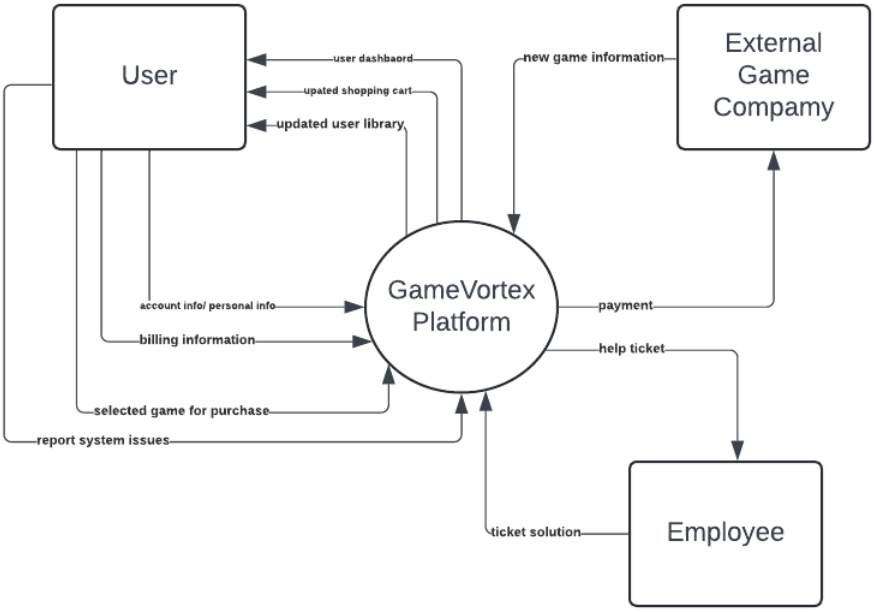
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | Dev1.3 | Quality assurance deficiencies | Inadequate testing or quality control measures | Implement rigorous testing protocols and utilize automated testing tools | Low | High | Quality Assurance |
| **Implementation** | Imp1.1 | Deployment delays | Technical issues or unexpected complications | Develop a comprehensive deployment plan and conduct thorough testing | Medium | Medium | Project Manager |
| | Imp1.2 | User adoption challenges | Resistance to change or insufficient training | Provide user training and support, communicate benefits of new system | Medium | Medium | Change Management |
| | Imp1.3 | Service disruptions | Infrastructure failures or external factors | Implement redundancy measures and establish contingency plans | Low | High | Technical Lead |

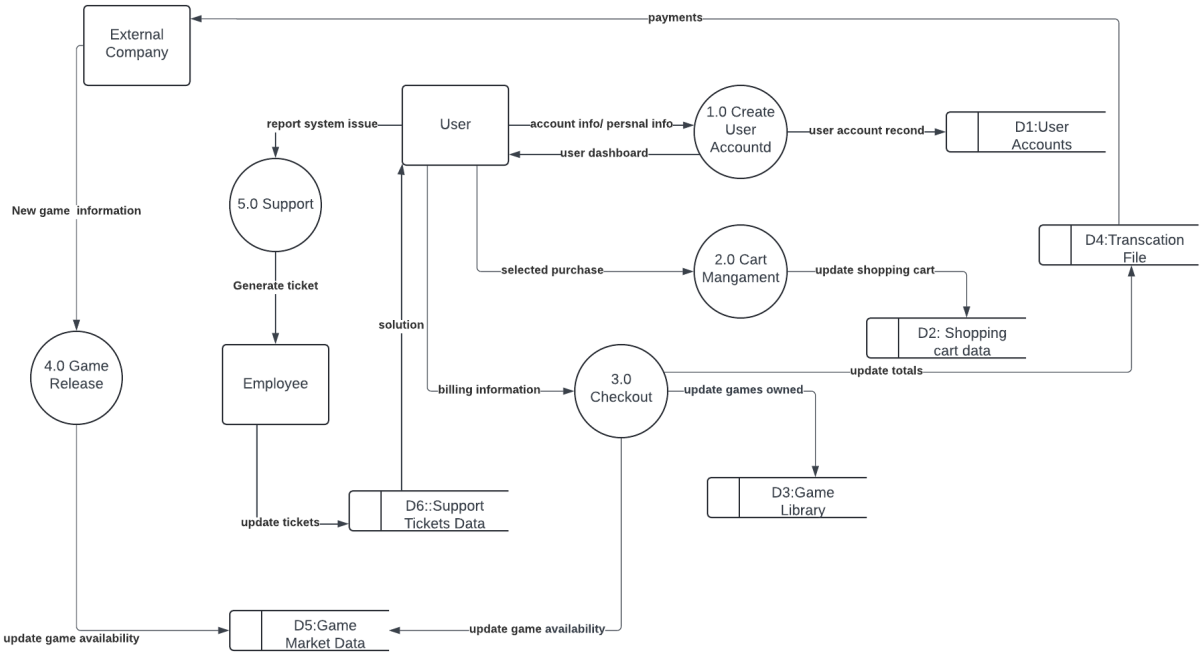
# Collection Relationship Diagram

# Data Dictionary

| | A | B | C | D | E |
|---|---|---|---|---|---|
| 1 | Entity | Attribute | Description | | |
| 2 | User | User ID | Unique identifier for the user. | | |
| 3 | User | Username | Public name displayed for the user. | | |
| 4 | User | Password | User's login credential (hashed for security). | | |
| 5 | User | Account informatio | Billing address, payment information, etc. | | |
| 6 | User | Selected game for | Game the user intends to buy (may be in cart). | | |
| 7 | User | Help ticket | Request for assistance submitted by the user. | | |
| 8 | User | User dashboard | Interface for managing account, viewing purchases, etc. | | |
| 9 | Game Company | Name | Name of the company that develops video games. | | |
| 10 | Game Company | New game informa | Details about games not yet available (e.g., release date, trailers). | | |
| 11 | Game | Game ID | Unique identifier for the video game. | | |
| 12 | Game | Title | Name of the video game. | | |
| 13 | Game | Genre | Category of the video game (e.g., action, adventure). | | |
| 14 | Game | Release date | Date the game was officially released. | | |
| 15 | Game | Purchase informati | Cost of the game. | | |
| 16 | Game | Downloadable cont | Information about additional content purchasable for the game. | | |
| 17 | Transaction | Transaction ID | Unique identifier for a purchase or other financial action. | | |
| 18 | Transaction | User ID | ID of the user who made the transaction. | | |
| 19 | Transaction | Game ID | ID of the game purchased in the transaction. | | |
| 20 | Transaction | Date/time | Date and time the transaction occurred. | | |
| 21 | Transaction | Amount | Money spent in the transaction. | | |
| 22 | Cart | Cart ID | Unique identifier for a user's shopping cart. | | |
| 23 | Cart | User ID | ID of the user who owns the shopping cart. | | |
| 24 | Cart | Game ID(s) | ID(s) of the game(s) added to the cart. | | |
| 25 | Cart | Quantity | Number of copies of each game added to the cart. | | |
| 26 | | | | | |

# DFD’s


User
External Game Compamy
user dashbaord
upated shopping cart
updated user library
new game information
GameVortex Platform
account info/ personal info
billing information
payment
help ticket
selected game for purchase
report system issues
ticket solution
Employee


External Company
payments
report system issue
User
account info/ persnal info
user dashboard
1.0 Create User Accountd
user account recond
D1:User Accounts
New game information
5.0 Support
Generate ticket
selected purchase
2.0 Cart Mangament
update shopping cart
D4:Transcation File
D2: Shopping cart data
solution
4.0 Game Release
Employee
billing information
3.0 Checkout
update totals
update games owned
D3:Game Library
update tickets
D6::Support Tickets Data
update game availability
D5:Game Market Data
update game availability

# Lessons Learned

Ashari: In the process of this project, I have learned how to draw different diagrams and graphics to present my ideas to others. I have also learned about some of the project manager's duties. In the future, I would put more time into the actual design such as wireframes.

Lauren: Throughout this project, I have learned many aspects of project planning, many of which I have never heard of. I've learned the fundamentals of project management including time management, budgeting, identifying risks, and paying attention to details.

Benito: During the lifespan of this project, I have learned many different skills and terminologies but most importantly of all I learned how to work together as a team and communicate on what to collaborate on and what to delegate amongst ourselves.