Project 2 Risk Assessment - Team 17

Revision 2

Introduction: The purpose of this document is to list any predicted risks for the development of project 2, the Coffee Cart Rewards Management System. The listed risks are ordered by expected likelihood of each risk and the expected impact that each risk could have. A value of 1 represents the lowest likelihood or impact, and a value of 3 represents the highest likelihood or impact. The product of these two values represent the overall importance of each risk. At a minimum, the team should consult and implement the risk mitigation strategy for all of the top ranked risks.

Risk	Likelihood (1,2,3)	Impact (1,2,3)	Likelihood x Impact	Mitigation Strategy
Delays due to technology learning curves	3	2	6	Prototypes should demonstrate at least rudimentary use of all technologies
Delays due to changing between technologies/libraries (e.g. changing DB engine/architecture)	3	2	6	Early prototype work should demonstrate use of technologies/libraries to prove feasibility for final product
Scope creep leading to missed deadlines	2	2	4	The scope of the project should be be solidified early in the project.
Inadequate architecture	2	2	4	All stakeholders should review and approve architecture to make sure it covers all requirements.
Incomplete requirements	2	2	4	All stakeholders should review and approve requirements to make sure they are complete.
Prototype differs significantly from final architecture/design	2	2	4	Initial architecture and design decisions should be made in first two project phases so prototype

				can be targeted to intended design.
Module and Class interfaces are incompatible	3	1	3	Design and architecture should be completed before construction phase so that team member can collaborate effectively on different portions of software
Design does not capture requirements	2	1	2	All stakeholders should review and approve design to make sure it covers all requirements.
Client changes requirements	1	3	3	Project requirements should be solidified and signed off on by client and other stakeholders.
Finished app not "fast and responsive"	1	2	2	Prototype should include enough features to make sure the architecture will allow for a fast and responsive user interface.
Team members unavailable	1	2	2	Team members should discuss possible unavailabilities so tasks can be delegated accordingly
GIT collaboration challenges	1	1	1	All team members should make commits to team repository early in project to confirm that there are no technical issues.