|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Probability |  | Impact | | | | |
| Trivial | Minor | Moderate | Major | Extreme |
| Rare |  |  |  |  | R\_03 |
| Unlikely |  | R\_02 |  |  |  |
| Moderate |  |  |  | R\_01 |  |
| Likely |  |  |  | R\_04 |  |
| Very Likely |  |  |  |  |  |

* **Note**

Red Cells for High Risk –Yellow cells for Medium Risk –Green Cells for Low Risk

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **No.** | **Risk\_Id** | **Risk description** | **Risk Type** | **Risk response** |
| 1 | R\_01 | IT stuff not familiar with mobile app development platform. | Technical | Giving training /Get support from other team |
| 2 | R\_02 | Budget insufficient | Financial | Buffer amount agreed with the clients before taking over the project |
| 3 | R\_03 | security attacks | Performance | Using third party authentications method. |
| 4 | R\_04 | Google services crash the apps | External | test it on slow as well as  fast connections to ensure that the application is ready for publish to market |