Description	Evaluation	Likelihood	Impact level	Risk Score	Responsibility	Response	Control measure
Unable to meet Deadline	Application incomplete due to poor time management or difficulty.	Medium	High	6	Developer	Submit the most recent working version of the application. Perhaps agree to alternative deadline.	Daily meetings to monitor progress throughout project and ask for help within the team or from the trainers where required.
Well-being of team members	A team member falling ill may result in them being unable to work or hampering their productivity.	Medium	Low	2	Developer	Make sure team members do not overwork themselves and inform owner.	Adhere to government guidelines to reduce risk of infection and ensure team members do not burn out.
Internet failure	Personal broadband encounters issues, preventing team member from pushing to GitHub or using online resources.	Low	Medium	2	Developer	Contact the internet service provider to inform them of the issue if they are not already aware and request a fix.	Continue to work offline while the internet is down. Utilise mobile internet, if possible, for resources where required.
Computer/hardware failure	A team member may be unable to complete any work, at least until a replacement device is arranged.	Low	Medium	2	Developer	Inform everyone in the team, request a work laptop from QA and attempt to borrow another device while waiting.	Follow Agile development, with project broken down into smaller tasks on individual branches. Regularly push commits on a branch to GitHub. If any hardware does fail the most recent commit can be pulled to another device or worked on by other team members.
Change in project specification	More time may be required to complete the project.	Medium	Medium	4	Owner	Approach the changes with high priority while communicating any necessary schedule changes.	Frequently communicate with owners to ensure they are happy with the product.
Misunderstanding project specification	Part of the application does not function as the owner desires.	Low	High	3	Developer	Upon discovery of misunderstanding, refactor it as quickly as possible.	Carefully read the spec and clarify with the owner any aspects of the project that could be misunderstood at the start, as well as regular check-ins throughout.
Missing a requirement	A requirement has been overlooked during the project.	Low	Medium	2	Developer	Attempt to add the requirement to the project as soon as possible.	Carefully read the specification and create Jira tasks/stories to encompass all requirements at the start of the project.

		Impact level		
		Low	Medium	High
Likelihood	Low	1	2	3
	Medium	2	4	6
	High	3	6	9