**Risk Management Plan - problems occured**

| Risk ID | Overall Priority | Topic | Risk Description | Probability of Occurrence | Consequence | Impact | Risk Mitigation Strategy | Mitigation Action assigned to | Risk identified by person | Risk Identified on date | Status | Last change | What was changed | Planned Closing Date | Actual closing date | Reason to Close | Timeframe | Done Risk Mitigation Action(s) |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | Process | Our initial goals may drastically change | 3 | A lot of time may be wasted as we would have to revisit our vision. | 3 | Hold frequent discussions concerning the vision. The more we dwell on it, the more potential problems will come to our attention. On top of that, multiple short brainstorming sessions. | Product owner | Joey | 06/10/2021 | open | | | | | | | |
| 2 | 6 | Project | Over estimating the required time to complete a given task. | 3 | Lower priority tasks may not get to be implemented. This may potentially be troublesome in the event that a requirement rises up in importance and needs to be implemented but isn't because its importance at the time was not yet realised. | 2 | Address the requirements of the project in scrum meetings since the requirements change | Development Team | Joey | 14/10/2021 | open | | | | | | | |
| 3 | 4 | Technology | Product which is difficult to scale | 2 | Addition of features becomes unnecessarily difficult. | 2 | To reduce this risk, practices like testing, validation and documentation are to be incorporated into the development so that they can be delivered regularly in short increments. This not only ensures continuous integration but gets feedback which is vital and guarantees the opportunity to regularly improve. All of these activities need to be overseen and monitored every day. | Development Team | Joey | 14/10/2021 | open | | | | | | | |
| 4 | 9 | Project | Scope creep | 3 | Product which does not meet our requirements | 3 | Assign a product owner who will guide the group with regards to the product vision. | Development Team | Lola | 14/10/2021 | open | | | | | | | |
| 5 | 3 | Project | Poorly defined requirements or misunderstood project scope | 1 | Implementation of the wrong features or poor design choices could be main. Therefore, the development team may have to make copious amounts of adjustments throughout the projects life span. | 3 | Address the requirements of the project in scrum meetings since the requirements change | Development Team | Charissa | 14/10/2021 | open | | | | | | | |
| 6 | 6 | Skill | Inadequate knowledge or skills required to complete a task | 3 | Development period may extended unnecessarily and some features may be incomplete by the end of development cycle. | 2 | Increase effort of research on the first phase or before the actual development | Development Team | Charissa | 14/10/2021 | open | | | | | | | |
| 7 | 2 | Product | Complex user interface | 1 | Inability to understand the end users | 2 | Prototyping, use case analysis | Development Team | Charissa | 14/10/2021 | open | | | | | | | |
| 8 | 9 | Project | Real-world performance issues | 3 | Bugs and unintended behaviours | 3 | Require a detailed acceptance criterion describing the outputs they would like to have. Stringent unit, functional and behavioural testing. | Development Team | Charissa | 14/10/2021 | open | | | | | | | |
| 9 | 6 | Project | Lack of professional resources | 2 | Limited storage space and access to remote databases. | 3 | Upgrade only on a needs basis | Development Team | Charissa | 14/10/2021 | open | | | | | | | |
| 10 | 3 | Process | Not sticking to Agile principles | 1 | Inefficiency may rise as a consequence | 3 | Assign a scrum master to help apply the necessary principles | Scrum master | Lola | 14/10/2021 | open | | | | | | | |
| 11 | 2 | Process | The principles under Scrum/Agile may not necessarily apply to the requirements of the project | 2 | Time may be wasted trying to make the principles apply to our situation. | 1 | Address the Agile principles and why it's relevant along with the requirements and the scope of the project. | Scrum master | Lola | 14/10/2021 | open | | | | | | | |
| 12 | 3 | Product | Business risk | 1 | the risk of people (users) not actually using your product, thus not solving the problem that the product needed to fix in the first place. | 3 | Host survey to gain market potential and sentiments. | n.a. | Lola | 14/10/2021 | open | | | | | | | |
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**Risk Management Plan - open risks**

| Risk ID | Overall Priority | Topic | Risk Description | Probability of Occurrence | Consequence | Impact | Risk Mitigation Strategy | Mitigation Action assigned to | Risk identified by person | Risk Identified on date | Status | Last change | What was changed | Planned Closing Date | Actual closing date | Reason to Close | Timeframe | Done Risk Mitigation Action(s) |
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| How to use: | | | | |
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| - Fill your risk with mitigation in the folder '**open risk**' | | | | |
| - If a risk can be closed move it to the folder '**closed risks**' | | | | |
| - If a problem occures out of a risk, than copy it to '**problems**' | | | | |
| - Use '**#data#**' as data-storage to fill the combo-boxes Topic, Impact, Occurance and person with data | | | | |
| | | | | |
| - the '**Overall Priority**' is a calculation with 'Probability of Occurrence' (E) and 'Impact' (G) [E*G] | | | | |
| -> you can add numbers for this columns (#data#) if you need to have more detail | | | | |
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| Meaning of Probability and Impact numbers | Probability of Occurrence | Impact | Topic | Persons | Status |
|---|---|---|---|---|---|
| low -> | 1 | 1 | Customer | | open |
| middle -> | 2 | 2 | Project | | mitigated for |
| high -> | 3 | 3 | Process | | closed |
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**Risk list**

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**Revision History**

| Rev. no. | State | Date | Comments | Author |
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| 1 | in work | xx.xx.xxxx | Initial version | xxx |
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