List of risks:

Human:

* Team members do not do the daily scrum and do not contact regularly
* One or some team members are sick lead to lack of human resource and make the whole team late the deadline
* The team tutor does not support the team because of some reasons

Device:

* The laptop configuration does not meet the requirement of the appropriate IDE for the project
* The laptop can be broken or lost due to some accidents
* The team forget to save the project and the laptop suddenly out of battery

Product:

* The app has an unfriendly interface
* The long responding time and the slowly speed of the app lead to bad user experience
* The app is not well optimized and not run smoothly lead to bad performance
* Consume a lot of mobile data resources when using
* The app is not compatible on many different platforms or operating system
* The testing process is not good enough
* The user cannot search films or see reviews or take reviews