	Likelihood	Impact	Importance			
Description	(1-9)	(1-9)	(B*C)	Preventive actions	Remedial actions	comments
					None, it won't happen before december, and we'll be done in	
End of the world	0.000001	10	0.00001	Sacrifice goats	may	to be removed later. ("The hell it is!" ~Stig Tore)
Lack of Room. No work space for us.	6	5	30	Book rooms in time and possibly work from home.	Find an alternative room on showing up at Gløs. The backup plan is to be at Drivhuset in the red room.	This has been a bit of a problem as you can't book a room for five weeks at a time Monday through Thursday between 1000 and 1600.
Illness	5	4	20	Eat healthy, sleep enough, be well clothed.	Stay home and sleep a lot to get better.	Probably not going to become a problem but, you never know.
				Confirm any and all changes or decissions about the project explicitly with the	Costly and time consuming	
Miscommunication with the customer	6	-		customer	changes to the project	
Conflicts within the group	3	5	15	Beer	More beer	
Broken codebase	1	8	ρ	Use Git (distributed as opposed to sentralised SVN). Keep one or more testing branches, which are merged with the Master branch only after having passed a full and rigourous test suite	Don't panic	Probably not going to occur, as we use Git and will at all times do development against a testing branch
DIONEII COGEDASE		0	0	Maintain and take care of equipment, keep	Acquire and set up new, or fix old, equipment as soon as	unies do development against a testing branch
Hardware failure	2	5	10	backups of important stuff	possible	proper use of Git should minimize loss of work
Faulty planning	3	6		Make sure we properly research things before we decide anything	Improvise or bang head into the wall	
				Proper research into the technologies we are using and a proper understanding of	Acquire knowledge and ask	This could be very bad if it should occur, but with proper research and a good understanding it should not be a
Failure to implement chosen technologies	3	9	27	those	questions	problem
			0			
			0			
			0			
			0			
			0			