

Risk identification	Risk Type	Causes	Likelihood	Severity	How to avoid risk (planning)	How to monitor risk
Falling behind schedule	People/Estimation	<ul style="list-style-type: none"> Not updating group members on progress Spending too long on certain tasks Devoting too much time to research/planning 	High	High	<ol style="list-style-type: none"> Regular meetings Contingency plans Checklists Share realistic completion dates Change schedule when necessary 	<ol style="list-style-type: none"> Update group members on progress Count how many times the schedule has had to be changed
Software becomes inadequate for project	Technology	<ul style="list-style-type: none"> Improper assessment of software requirements Unexpected update/change in software 	Moderate	High	<ol style="list-style-type: none"> Keep list of alternatives Thorough research of software choice 	<ol style="list-style-type: none"> Check changes within software updates
Failure for group to work congruently towards tasks	People	<ul style="list-style-type: none"> Not updating groups members on progress Not working on tasks together within small groups 	Moderate	Moderate	<ol style="list-style-type: none"> Regular meetings Timetabled hours to perform tasks together 	<ol style="list-style-type: none"> Track group meeting attendance

Forgetting about smaller tasks	People	<ul style="list-style-type: none"> Not following PERT chart Thinking of them as insignificant 	Low	Low	<ol style="list-style-type: none"> Follow PERT chat Give each person their own task 	<ol style="list-style-type: none"> Checking checklist for number of incomplete tasks
Not identifying a way to change street names, cards, etc externally	Requirement	<ul style="list-style-type: none"> Only planning properly for near future tasks 	Low	High	<ol style="list-style-type: none"> Make it a topic at the next meeting Assess software options based on group's prior knowledge 	<ol style="list-style-type: none"> Keep list of tasks with undecided methods of completion
Ensuring flexibility within code	Requirement	<ul style="list-style-type: none"> Not identifying parts which should be flexible Not planning on how they could be made flexible 	Moderate	High	<ol style="list-style-type: none"> Careful planning 	<ol style="list-style-type: none"> Multiple people should test code for flexibility
Improper designs for code/UI/	Planning	<ul style="list-style-type: none"> Neglection of planning stage Unrealistic design 	Moderate	Low	<ol style="list-style-type: none"> Coders review design plans 	<ol style="list-style-type: none"> Always share design ideas with people who will implement it

Incorrect interpretation of specification	Requirement	<ul style="list-style-type: none"> Not agreeing as a group what certain phrases mean Not using the same interpretation of the specification 	Moderate	High	<ol style="list-style-type: none"> Create clearer version of specification Ask Watson Games for clarification 	<ol style="list-style-type: none"> Group reviews of group members tasks
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