Risk Assessment

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**Introduction:**

Overall, this project has very few risks. The goal is only a software simulation, so even if anything does go wrong within the system, no one will be physically hurt. This document describes several risks possible with the system.

**Risks**

Six people are working together on a project, even though the team has not ever worked together in the past. Each individual does not know how the others work well. It is hard to schedule times for everyone in the group to meet because everyone has different schedules. No one in the group has ever done anything with trains before, and we are expected to create a transit simulation in only 15 weeks. In order to minimize risks in the software engineering process, we all need to keep in contact with each other during this whole process and make sure we do our research.

The dispatcher is the person controlling the whole system, so he needs to be experienced with train systems. If he is not as skilled in this area, he may set accidentally break the system. For example, he could remove a vital part of the track and then no trains would be able to move. In order to minimize the risk, the system could check for unsafe options and prevent the user from setting them. It is also in good practice to have an experienced dispatcher that knows what he's doing.

The customer does not seem to know exactly what he wants, so our team might end up wasting time and resources on a part of the system that was not asked for at all. We will need to keep the customer involved by asking him a good amount of questions and constantly asking for feedback.