Risks

What risks can you identify for your project? There will always be some generic risks (such as computers breaking down the night before a deadline, health and family issues, and institutional changes). Do not include generic risks such as these. The idea is to be as specific as you can to your project. For example, if your topic is to develop a game, there may be a risk that the software you choose to work with may be very difficult to learn, poorly documented, or not turn out to have the features that it claims it has. These properties are often only discovered once you have started working with the software, and so unless you have had lots of experience with the particular tool, there is always a risk that it may not work as well as you believe it should, no matter how much prior research you do. Similar comments apply to hardware.

Risks concerning this project include competition in regards to other educational-based language apps as well as language translations. For example, services such as Duolingo and Babbel currently hold the market for learning different languages. However, these services do not provide the capability of communicating with other people such as the case with Duolingo or is a subscription based service such as Babbel. Our service is free and so would be able to attract more users as well as being able to speak with people all around the globe. In addition to this, another risk would be gathering a large user-base as start-up projects as this do not gather much interest for it to be successful.

In terms of specifically starting up this project,