ITT Assignment 3 – Risks – Corbin Peever

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.

There have been many challenges that we at XVI have faced in the pursuit of producing a fully fledged web app. In the beginning we saw the monolithic effort of creating SocialCare as something we could achieve in a mere few weeks, even as an early representation of itself, but we quickly realized that was wrong.

When we understood the size of the venture before us, we devoted our efforts to producing early version artefacts that would one day make up SocialCare. This presented its own set of challenges in trawling through the enormous library of information on web app development software and the many possible paths we could have taken.

Our main concerns were:

* **Finding the correct development suite:** There are innumerable options when it comes to making and app that is accessible from any device, from anywhere. [Amazon](https://aws.amazon.com/), [Google](https://cloud.google.com/appengine/) and [Microsoft](https://azure.microsoft.com/en-us/) are the market leaders in hosting and development but there are countless other PaaS solutions like [Flutter](https://flutter.dev/), or platform contextual SDK’s like [Android’s](https://developer.android.com/) development suite.

Through research we ended up deciding on Eclipse, Java, JavaFX and Azure for hosting.

* **Installing the software correctly:**
* **Our ability to use the software:** Only a few of us are learning to program, and of that few we are still beginners. This suggested that learning to write in the required frameworks for dynamic web app creation was something that we were all basically learning from scratch.
* **The time we had:** With only a few weeks at best, the realistic possibility of writing, debugging and testing SocialCare before being able to successfully launch something we could vaguely call a reasonable web app was incredibly small. Our only hope was to produce smaller artefacts that would one day make up a whole, but even that would be a possibility.

Topics:

* Downloading and researching the path to making an app and then realizing we didn’t need to do it.
* Good contingency in mock-up back-up.
* Risks of having issues during deployment process.
* Time constraints preventing us from completing it to a high standard.
* Difficulty learning related programs and software.