Table 1

Risk	Affects	Description
Some technologies needed to be paid to use in project	Business and project	The project requires some technologies which needed to be paid to use.
Underestimated timelines	Project	People underestimate the amount of time needed to implement projects.
Changing requirements and adding new feature to the project	Project and product	Change is made during the process
Poor documentation	Project	Bad documentation make members cannot understand the whole project
Technology Change	Business	The technology used in the project is out of date, and needs to be considered.
Poor Communication with clients	Business and Project	misunderstandings requirements of clients can lead project go wrong ways.
members in team don't have enough skill for the project	Project and Product	New members don't have well-knowledge about the project which leads to delays.
Difficulty in finding solutions for problems	Project	Documents don't have information when the project gets bugs
Conflicts	Project	The project is conflicted when merge code, and cause the app to be crashed
Product competition	Product	Many teams have the same project

Table 2

Risk	Probability	Effects
Some technologies needed to be paid to use in project	Moderate	Catastrophic
Underestimated timelines	High	Serious

Changing requirements and adding new feature to the project	High	Serious
Poor documentation	High	Serious
Technology Change	Low	Catastrophic
Poor Communication with clients	Moderate	Catastrophic
members in team don't have enough skill for the project	Project	Serious
Difficulty in finding solutions for problems	Project	Serious
Conflicts	Project	Catastrophic
Product competition	Product	Serious

Table 3

Risk	Strategy
Some technologies needed to be paid to use in project	Consider using others technologies which have the same feature
Underestimated timelines	Planning carefully , create meeting with members in team once a week to discuss about the process
Changing requirements and adding new feature to the project	Rewrite the plan, discuss with team and assign task for every one
Poor documentation	Every member in team should write documents in pattern
Technology Change	Must find other technologies with same feature as soon as possible
Poor Communication with clients	Arrange a meet with clients and discuss what make the project difficult to understand
members in team don't have enough skill for the project	Train member in teams about the technology, needed skills we will use in the project
Difficulty in finding solutions for problems	Suggest some famous websites about finding solution for team: Stackoverflow.com, GitHub ….
Conflicts	Consider to have a reviewer when each member pull request to merge.
Product competition	Suggest some newly amazing feature, so that the project will more attractive than the others.