

No.	Description	Evaluation	Likelihood	Impact Level	Response Strategy	Control Measures
1	Project members may be unable to work at certain points	Tasks may be not be completed when required and estimated	Medium	Medium	Make sure that all accommodations are made for project members to be available as much as possible	Keep in contact with all project members and make sure they are accounted for and have everything they need
2	Code implementation issues.	Problems may arise when implementing code because of differences in systems	Medium	High	Make sure the specification is specific enough to make implementation issues obvious	Make sure each project member has the hardware they need and ask permission to use extra software
3	Issues with the hardware and software used during the project	Potential issues will occur when using the computers or their software.	High	Medium	Backup regularly and check for regular software updates	Make sure each project member has the hardware they need and keep an eye on all software updates
4	Not completing the project by the allocated time	For any of these reasons among others, the project could not be completed in time	Medium	High	Allocate time to individuals correctly and ask if they are happy with it	Make sure all project members are reporting progress regularly
5	The project team members are unfamiliar with software and technologies being used	The project team could be specialised in different software and hardware, meaning it will likely take more time to complete tasks	Low	High	Spend some extra time on familiarising with the software and technologies used	Make sure the most experienced member with the software and technologies is available for questions from other team members
6	Natural Disasters	Natural disaster could make Project members be unable to come into offices	Low	High	Make sure each project member can work from home or somewhere else if a disaster occurs	Keep project members educated on what to do during a disaster and make sure they pay attention to their hygiene in the office