Risks and Mitigations

**ChequeMeOut**

notsirkApps

**Prepared By**

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| DOCUMENT OWNER(S) | Organization role |
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**Version Control**

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**Approvals**

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| 1.0 Introduction |
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| * 1. **Purpose** * Reduce wait times/close contact, and eliminate the need to split checks * Launch product that is fun to use and intuitive * Create product to highlight skills and impress potential employers * Be transparent about data collection/use * Reduce wait times/close contact, and eliminate the need to split checks * Accommodate non-users * Low adoption cost   1. **Document Definitions** * CMO- ChequeMeOut abbreviation * Diner- customers of a restaurant or bar * User- a diner who utilizes the mobile application * Non-user- a diner who does not use the mobile application * Open diner pool- a subgroup in the mobile app to aggregate orders for non-users * Server- employee who interacts with the diners and tracks orders * Kitchen- employees who prepare food * Owner- the owner of the bar or restaurant * Diner app- the mobile application used by diners to order and pay for food service * Terminal app- the mobile/desktop application used by servers, kitchens, and owners to track, settle, and monitor sales for orders * Shall- indicates a must-have requirement * Should- indicates a nice-to-have requirement.   1. **Intended Audience** * Development team * Recruiters   1. **Scope** * Customer mobile app for ordering and payment * Business applications for accepting and tracking orders and payments * Integrate with existing payment system (Square) * Secure data transmission * Store business and transaction data with Square or independent server   System will improve the dining out experience by reducing wait times, contact, and eliminate the need to split checks by offloading tasks to a suite of mobile applications. This system will bring in revenue through product licenses while bolstering my resume with a demonstration of my skills while also advancing them. |

| 2.0 Risks and mitigations |
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| Type | Risk | Affects (Project, Product, Business) | Probability/ Impact (1 low to 5 high) | Score (0.2 low to 5.0 high) | Strategy |
| --- | --- | --- | --- | --- | --- |
| Schedule | The time required to develop the software is underestimated | Project/ product | 4/2 | 1.6 | Prioritize tasks and be prepared to look for existing packages/ APIs that might reduce development time |
| Schedule | Unexpected quantity of critical requirements emerges from development | Project/ product | 3/2 | 1.2 | Reevaluate and re-prioritize requirements; seek third party packages/ APIs to reduce development time |
| Schedule | Unexpected quantity of bugs or performance problems | Project/ product | 3/3 | 1.8 | Focus time on resolving problems before implementing new features; delay delivery to ensure quality standards met |
| Schedule | Developer returns to work before completion of project | Project/ product/ business | 3/3 | 1.8 | Reduce and shift development hours outside of work hours; prepare for delivery delay |
| Schedule | Single developer becomes ill or pulled away to other projects | Project/ product/ business | 3/2 | 1.2 | Prepare for delivery delay; seek development time reductions where possible |
| Budget | Costs to develop/ host project exceed budget | Project/ business | 5/3 | 3.0 | Reevaluate budget and identify noncritical costs |
| Operational | No Macintosh available for iOS simulation/compilation | Project/ product/ business | 5/2 | 2.0 | Leverage MacinCloud service, consider secondhand device purchase, or seek loner/ leased unit |
| Operational | Limited number of test devices | Project/ product/ business | 4/2 | 1.6 | Leverage Visual Studio App Center to run tests through the cloud |
| Operational | Developer requires training beyond expectations | Project/ product | 3/2 | 1.2 | Add extra study hours to evenings |
| External | Market advances to newer technologies underlying system | Project/ product/ business | 1/4 | 0.8 | Evaluate cost of change to new technology |
| External | Competing product is released before project completion | Business | 3/5 | 3.0 | Compare products to identify superiority or differentiation to determine if project worth continuation |
| External | Third party APIs/ packages move out of support | Project/ product | 2/1 | 0.4 | Determine if older versions will suffice; seek alternatives or develop own |
| External | Customer adoption exceedingly challenging | Business | 4/4 | 3.2 | Consider marketing firm to sell product |