

Risk Assessment For Book Library Project

ID	<u>Type of Risks</u>	<u>Likelihood Of Risk Occurring</u>	<u>Impact If The Risk Occurs</u>	<u>Severity</u> (Based on impact and likelihood)	<u>Owner</u> (person who manages the risk)	<u>Action to take</u>
1	Time Constraints	High	High	High	Software Engineer Team (myself)	<p>Time constraints on the project could lead to many errors and bugs, with an incomplete non-functional code.</p> <ul style="list-style-type: none"> To reduce this impact time management skills with the use of Jira Functions were implemented. All work was saved on a local repository and up streamed on to GitHub to ensure that no work was deleted or missing which would have caused delays in completing the application.
2	Knowledge on Frontend	High	Medium	Low	Myself/QA Academy	<p>Lack of knowledge on Front-End was a risk, the cohort had multiple trainers on the first week of Front-End so I couldn't fully grasp front-end, and to overcome this I used extra after working hours to go over videos and practice/refamiliarize myself with the functions.</p>
3	Work ethic	Low	Low	Low	Software Engineer (myself)	<p>This was my second individual project, and it could have been easy to get complacent with work ethic and then at the last minute hit a stumbling block, which could jeopardise the whole project. I was already under a strict deadline to meet sprints as I was going over Frontend notes which took some time from my project.</p> <p>However I was consistently working to deadlines, and all sprints were completed properly with a fully functional CRUD application.</p>

6	Internet change	Medium	High	High	Software Engineer	I had new internet installed on project week, with latency issues, so this made work difficult to complete, and sometimes uploading work was an issue.
	Computer crashing	High	High	High	Software Engineer	I had issue with my new desktop, with it sometimes crashing and documents being lost, although this was resolved on the same day, this caused major issues with project work being compromised.