Risk Management Plan

       To manage risks on this project the team will meet twice a week in person on Tuesdays and Thursdays at 4:45pm. During this time we will discuss if any of the risks' likelihood or Impact value needs to be updated. The risks in Table 1 are listed in descending order of score so the risks at the top of the list will be handled first by the team in a way the team agrees on. Once a risk is bypassed it will be updated to have a likelihood of 0 and a resulting score of 0. This change can not be made unless all team members agree that the risk has successfully avoided at one of the bi-weekly meetings. If a risk not on this list is presented by any member of the team the team will discuss the likely hood and impact of this new risk as well as a possible mitigation strategy and Ryan will update Table 1 accordingly.

1	No server	No server is available to us for hosting.	3	9	27	Build a system to be used in a local offline environment
2	Mobile	No knowledge of mobile development	6	4	24	The project plan will include extra time allotted for consultation and self education. The project will not have a mobile App but fully functioning mobile site.
3	No iPhone	No Apple hardware for App testing	4	5	20	Use of a virtual testing environment will be used
4	No Participants	No participants from the Girl scout council for our usability tests	4	4	16	Use all volunteers the team can get together in addition to the customer representative for testing
			Ratings are 1-10, 10 being the most likely or having the most impact			

Table 1 – Risk Table