Risk Management Plan

For the Girl Scouts of America Badge Tracking Application

By

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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.

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| --- | --- | --- | --- | --- | --- | --- |
| # | Risk Label | Description | Likelihood | Impact | Score | Mitigation Strategies |
| 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