

**SE 216 – SOFTWARE PROJECT MANAGEMENT**  
**PROJECT RISKS DOCUMENT**

**PROJECT NAME: FOOD BRIDGE**

**GROUP MEMBERS: Hakkı Nasiboğlu, Süeda Aktürk, Öykü İrem Oplazgil, Ece Günal, Atalay Doğan, Mehmet Tatlı**

<b>LIKELIHOOD RANK</b>	<b>RISK DESCRIPTION</b>
1.	Requirement Volatility: The requirements of the project may change over time. These factors change with changing users, industries, new technologies, and even government regulations. Therefore, there should be regular changes, flexible requirements and maintenance to avoid problems during the project.
2.	Design Complexity: The Scrum Team has few prior knowledge of design work and design software needed to be used.
3.	Testing: The app must be finished before the testing is done which makes it difficult to test the project.
4.	Debugging: It is a factor that may arise during the project and cause trouble. In such cases, the error must first be identified, then the sources of the faulty codes must be found and corrected, and a new version must be created. This process must be repeated with ongoing integration and maintenance.
5.	Network Function: The difficulties linked to making the app cross-platform compatible.
6.	Loss of Resources: Unexpected departure of developers in the project team, unexpected disagreement with any of the stakeholders may negatively affect the project process and cause loss of time.
7.	Unclear Project Objectives: Inconsistency in defining the projects goals may result in confusion among team members responsibilities.
8.	Training: The Scrum Team will need to be educated on the software tools they will be using during this project in relative quickness.

**SE 216 – SOFTWARE PROJECT MANAGEMENT**  
**PROJECT RISKS DOCUMENT**

9.	Legal and Regulatory Compliance: Food safety and data privacy are very important in the project. If consumer rights are compromised, this will lead to major problems and complexity.
10.	Cost: If expensive tools or applications that require subscription are used during the application development and use, it may exceed the budget.
11.	Outdated Technology Usage: Using outdated or unsupported technologies, platforms, or methodologies may result in compatibility problems or security issues.

<b>IMPACT RANK</b>	<b>RISK DESCRIPTION</b>
1.	Testing: The app must be finished before the testing is done which makes it difficult to test the project.
2.	Debugging: It is a factor that may arise during the project and cause trouble. In such cases, the error must first be identified, then the sources of the faulty codes must be found and corrected, and a new version must be created. This process must be repeated with ongoing integration and maintenance.
3.	Design Complexity: The Scrum Team has few prior knowledge of design work and design software needed to be used.
4.	Requirement Volatility: The requirements of the project may change over time. These factors change with changing users, industries, new technologies, and even government regulations. Therefore, there should be regular changes, flexible requirements and maintenance to avoid problems during the project.
5.	Loss of Resources: Unexpected departure of developers in the project team, unexpected disagreement with any of the stakeholders may negatively affect the project process and cause loss of time.

**SE 216 – SOFTWARE PROJECT MANAGEMENT**  
**PROJECT RISKS DOCUMENT**

6.	Unclear Project Objectives: Inconsistency in defining the projects goals may result in confusion among team members responsibilities.
7.	Network Function: The difficulties linked to making the app cross-platform compatible.
8.	Legal and Regulatory Compliance: Food safety and data privacy are very important in the project. If consumer rights are compromised, this will lead to major problems and complexity.
9.	Outdated Technology Usage: Using outdated or unsupported technologies, platforms, or methodologies may result in compatibility problems or security issues.
10.	Training: The Scrum Team will need to be educated on the software tools they will be using during this project in relative quickness.
11.	Cost: If expensive tools or applications that require subscription are used during the application development and use, it may exceed the budget.

LIKELIHOOD RANK	IMPACT RANK	COMBINED RANK	RISK DESCRIPTION
3	1	4	Testing: The app must be finished before the testing is done which makes it difficult to test the project.
1	4	5	Requirement Volatility: The requirements of the project may change over time. These factors change with changing users, industries, new technologies, and even government regulations. Therefore, there should be regular changes, flexible requirements and maintenance to avoid problems during the project.

**SE 216 – SOFTWARE PROJECT MANAGEMENT**  
**PROJECT RISKS DOCUMENT**

2	3	5	Design Complexity: The Scrum Team has few prior knowledge of design work and design software needed to be used.
4	2	6	Debugging: It is a factor that may arise during the project and cause trouble. In such cases, the error must first be identified, then the sources of the faulty codes must be found and corrected, and a new version must be created. This process must be repeated with ongoing integration and maintenance.
6	5	11	Loss of Resources: Unexpected departure of developers in the project team, unexpected disagreement with any of the stakeholders may negatively affect the project process and cause loss of time.
5	7	12	Network Function: The difficulties linked to making the app cross-platform compatible.
7	6	13	Unclear Project Objectives: Inconsistency in defining the projects goals may result in confusion among team members responsibilities.
9	8	17	Legal and Regulatory Compliance: Food safety and data privacy are very important in the project. If consumer rights are compromised, this will lead to major problems and complexity.
8	10	18	Training: The Scrum Team will need to be educated on the software tools they will be using during this project in relative quickness.
11	9	20	Outdated Technology Usage: Using outdated or unsupported technologies, platforms, or methodologies may result in compatibility problems or security issues

**SE 216 – SOFTWARE PROJECT MANAGEMENT**  
**PROJECT RISKS DOCUMENT**

10	11	21	Cost: If expensive tools or applications that require subscription are used during the application development and use, it may exceed the budget.
----	----	----	---