There are three main risks that we can identify at the moment:

* The sound quality: The sound quality provided to the users is the key-centric component of our project. However, most of us do not have much experience working with websites and apps that integrate with audio files. We have to do a lot of research and learn many new technologies, both hardware and software, to gain enough knowledge to do this project. For example, we have to find ways to provide users with great sounds for different devices run by different operating systems.
* The performance of our website/app: The audio files loading from the server to the frontend website or mobile app can be considered quite heavy and require significant optimization work. In a bad scenario, the website or app interface will be crashed or have slow interaction, making a bad user experience.
* Too many users using the website or our mobile app simultaneously can negatively impact our backend server since it has to manage a massive amount of requests. We always have to ensure the backend is strong enough for such cases.