**CS221 – Risk Analysis**

1. Group-to-Group coordination – if not organised and handled correctly this could easily generate a lot of wasted time. If groups don't agree on common protocols it could become very awkward to program the server-to-server part of the project. This should be allowed for when time is being allocated.
2. Slippage – If slippage due to certain parts of the project occurs then other members should be drafted in to help speed up that part of the project.
3. Illness – If a group member is ill, they should notify the project leader and have their current assignment reassigned if possible, if not then they should be included in other assignments once they are well again in order to make up for the lost time.
4. Complicated algorithms – if the individual assigned to create an algorithm is struggling with it the more members of the group can be assigned to reduce time loss.
5. Authentication – should be kept seperate from the other groups projects in order to maintain security.
6. User interface – needs to be suitable for a primary/secondary school audience, meaning it must be simple to understand and use. If the audience can't understand how to use it, it's unlikely to be popular.
7. Git – Whilst git is a very useful program, it is very important that space is managed as everyone having a copy of the entire repository could take up quite a lot of space.
8. Data Protection – as the application will is aimed at a school audience it is especially important that data is kept secure, especially if they are to input personal details.