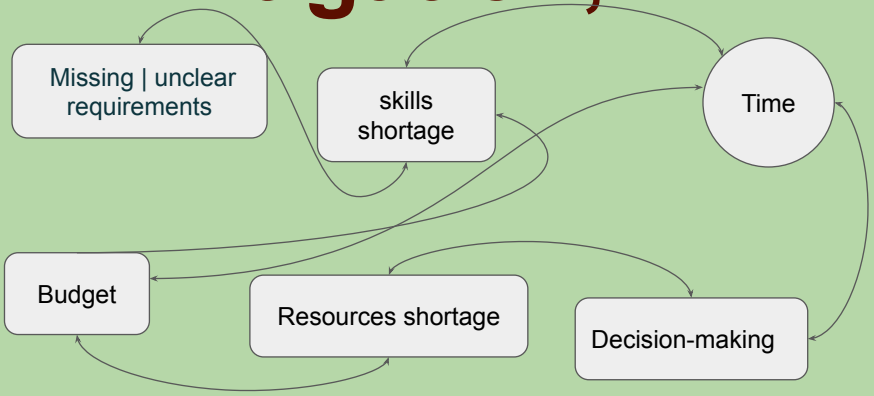
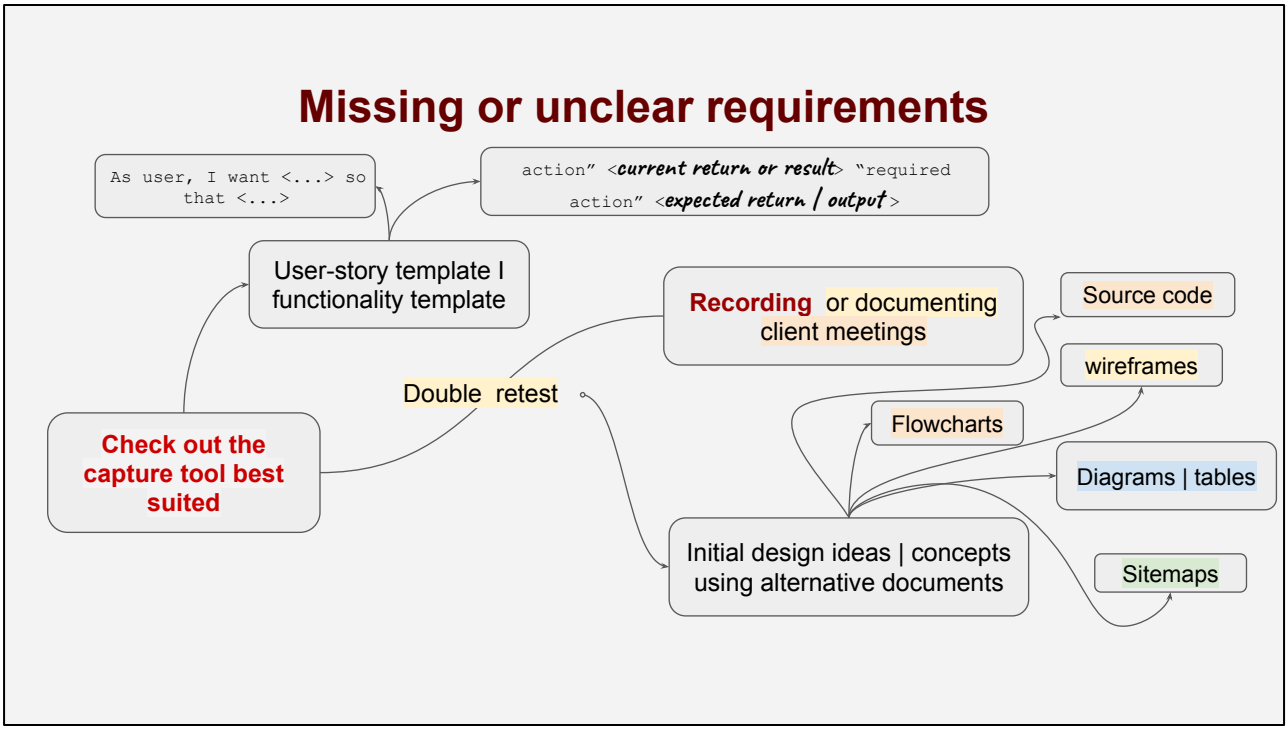
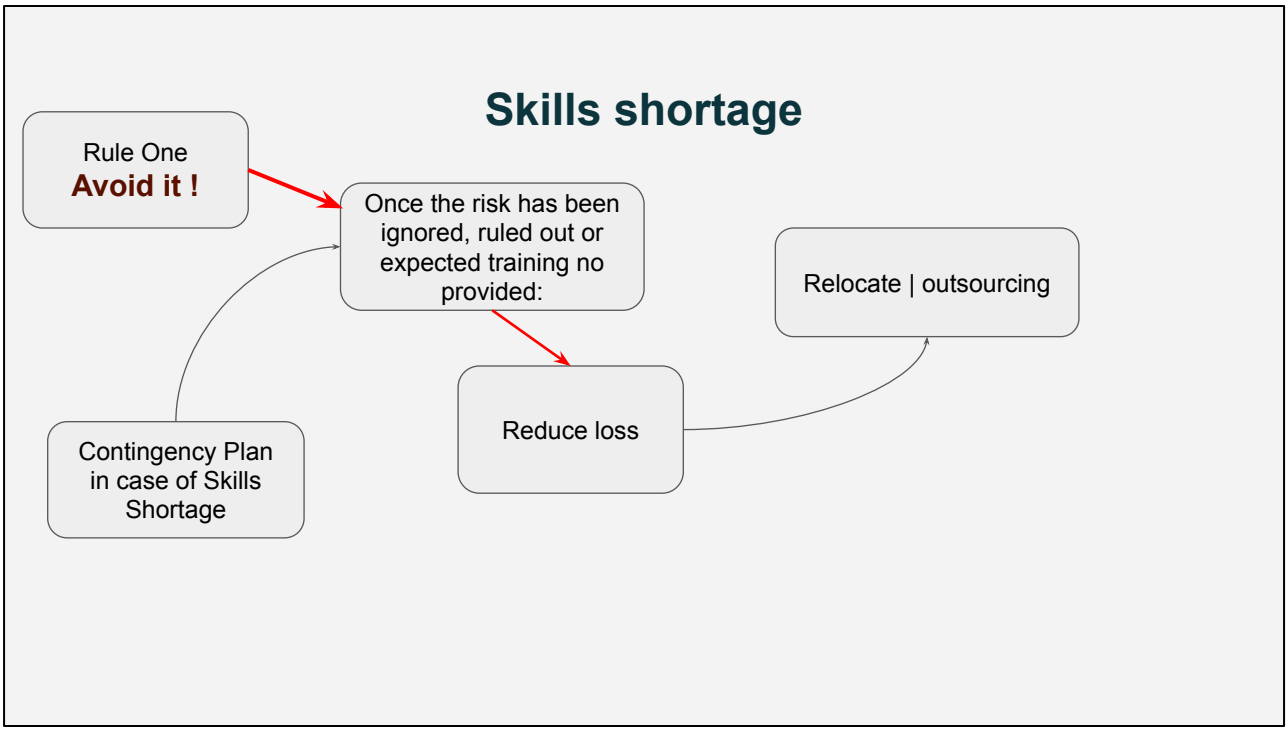
Risk Management mitigation,

Task 3.3, 3.4

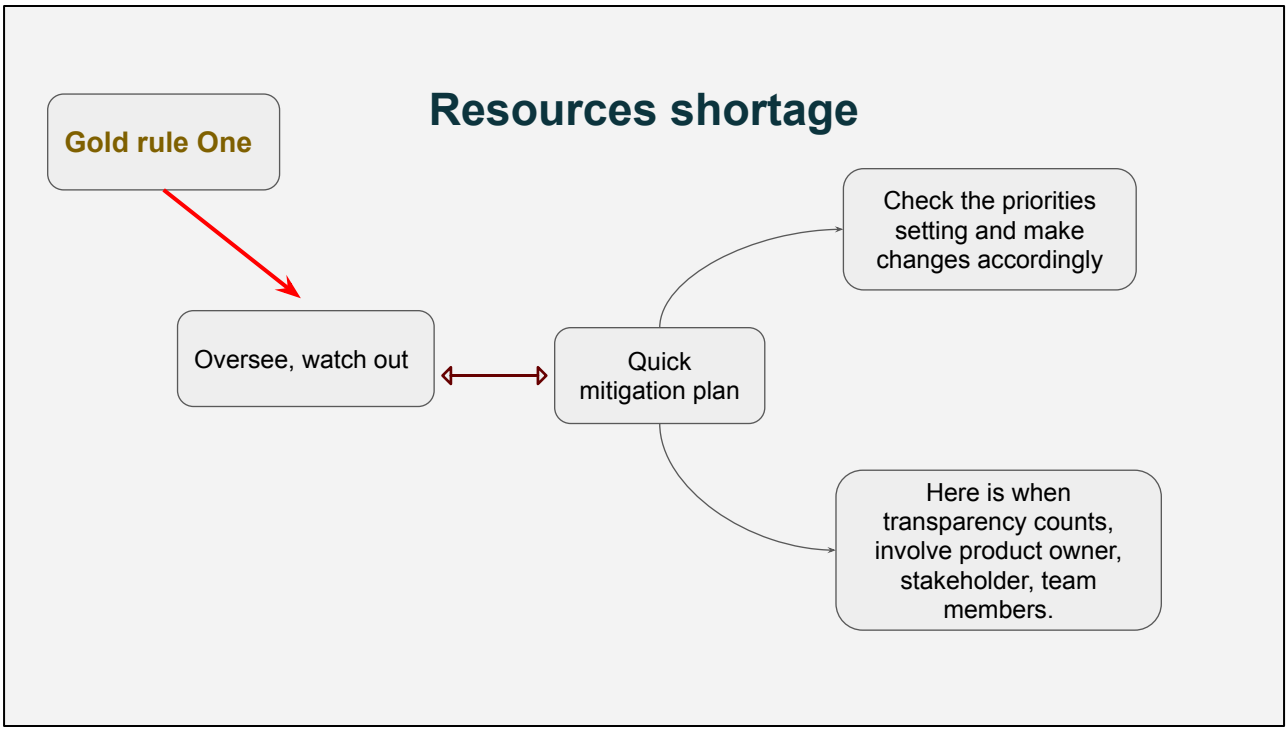




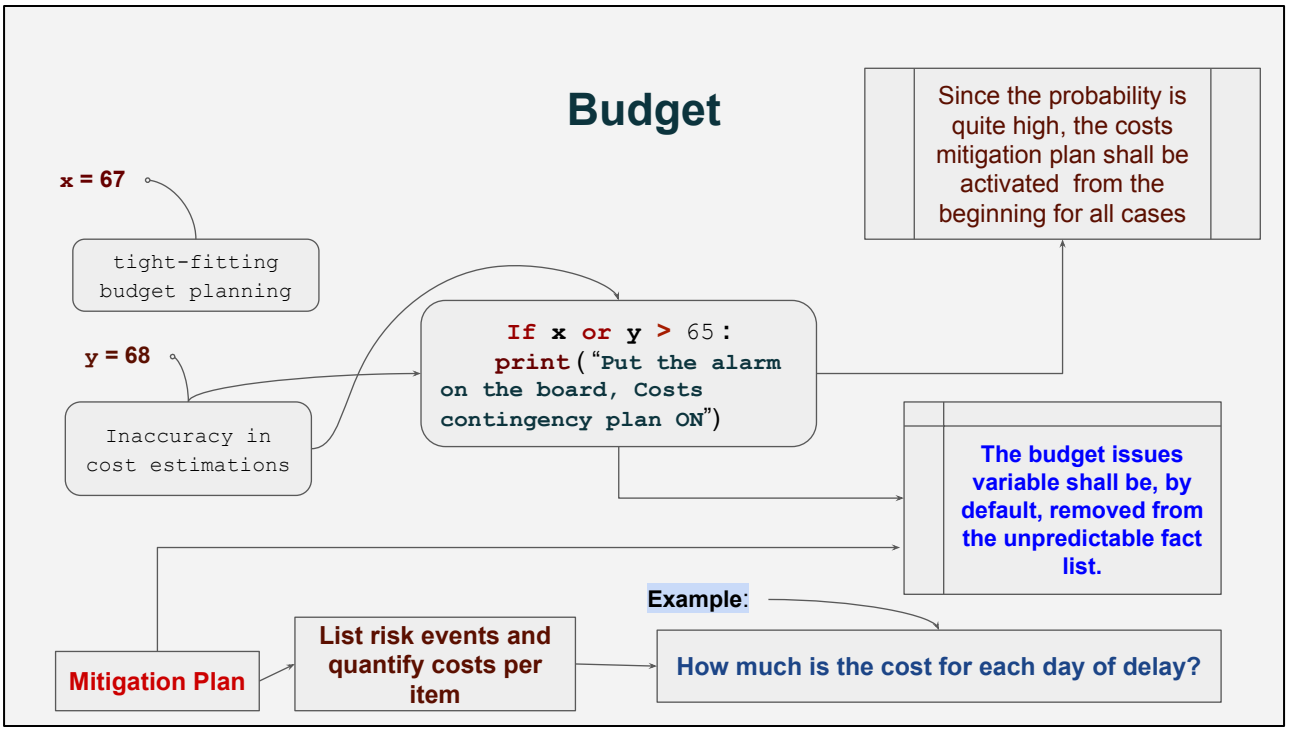
Capturing requirements are the first great first question in the software development industry. And yet the user-stories templates are quite efficient to capture requirements a double side recheck confirming initial ideas as those above mentioned and documenting client meetings are a well risk-proof procedure.



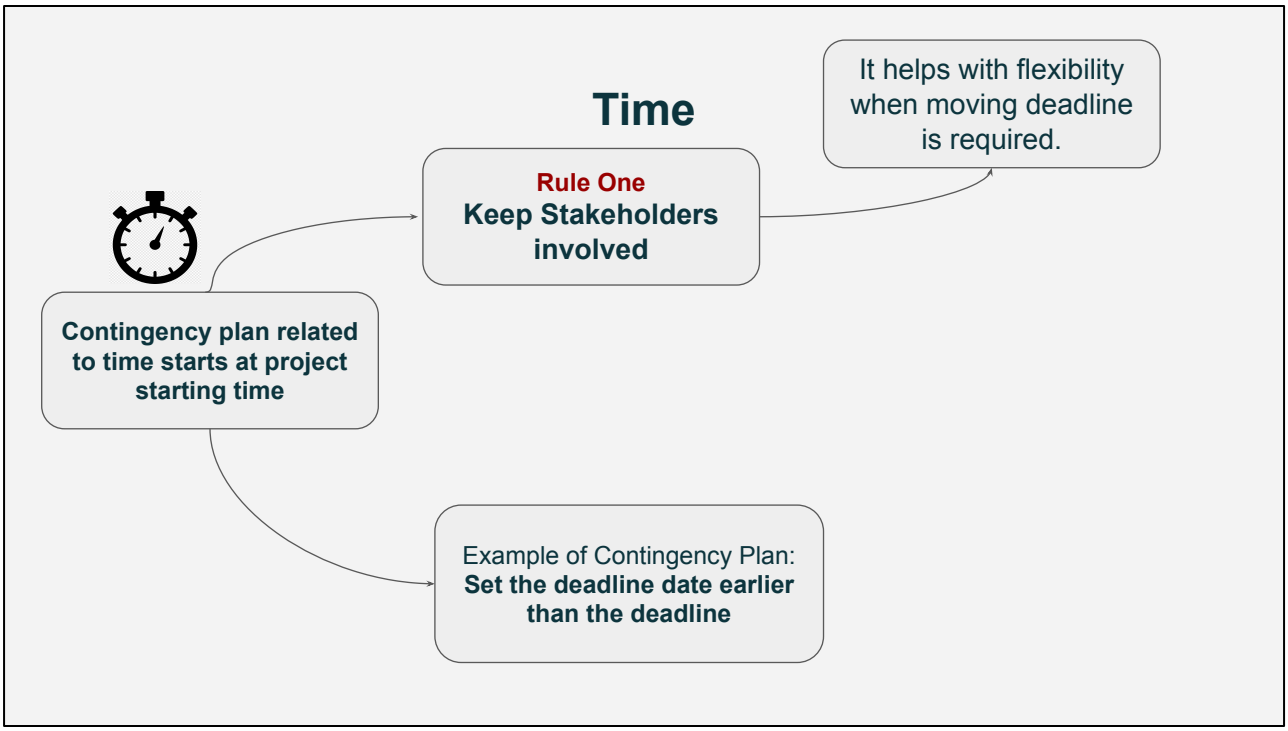
Once into the critical eventuality of having no capacity because of a team skill shortage, the most recurred mitigation plan is to transfer the workload by outsourcing to minimize losses and get deliveries on time. The second big rule is keeping a record log to make investments in training and be prepared for future projects.



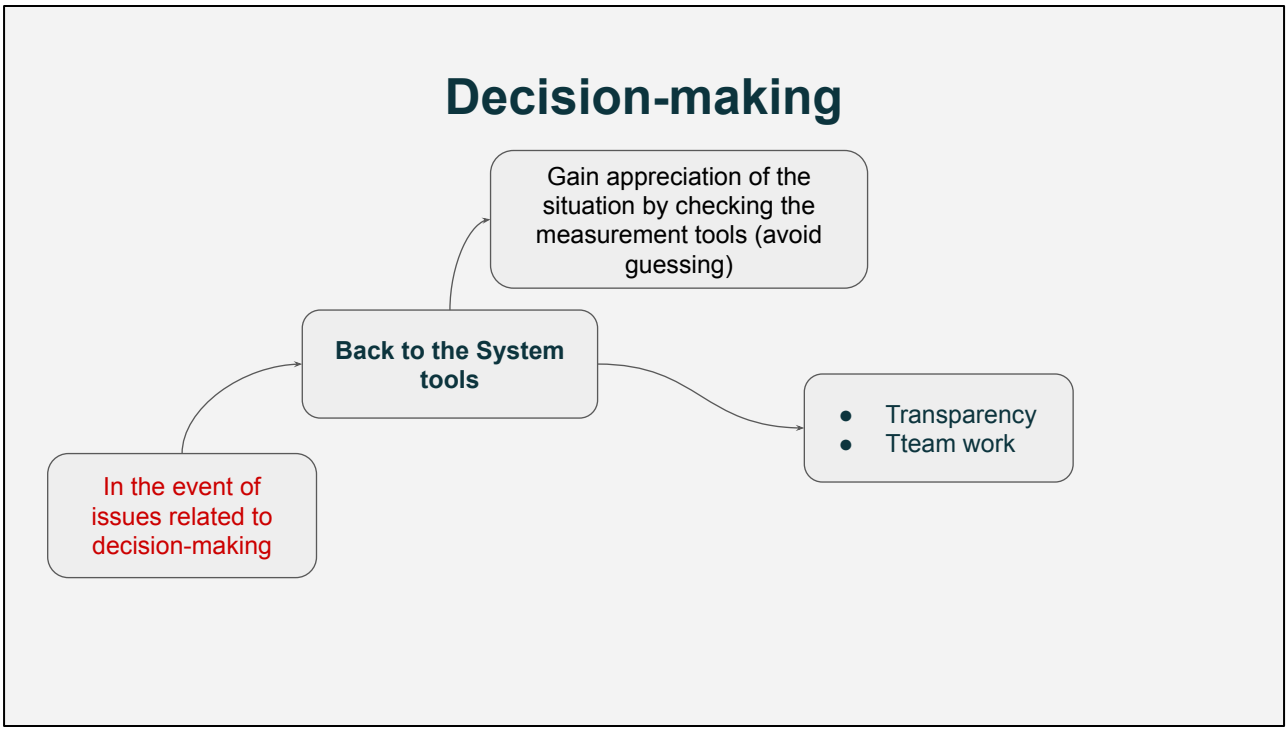
A resource shortage is an eventuality which being, not a threat apriori but an execution condition that could easily scale to a major problem. As said in the slide above, the golden rule here is to keep close track of the other measurement tools in the system, watch out, check out the priority settings immediately previous, make changes accordingly, keep close communication with the product owner, team, and stakeholders, so you will see at this point what transparency means and how much it helps to keep targets and accomplished.



Regarding interdependence, is not a hidden science to infer that budget issues have a direct correlation with the entire performance of the project, its schedule and the quality of deliveries. I have found that specialists mention as the top-frequent ranked two moments in the process of getting into cost overrun issues, at starting, which they call tight-fitting budget planning and in execution which is usually a consequence of inaccuracy in estimations but, since the likelihood of getting into cost issues is around 70% in the software industry, this mishap should make it get removed from the list of unpredictable facts.



Time is a pillar in project management. It has a straightforward connection to other fundamentals like resources, budget, and outcome. This dependence connection is so sensitive that the best mitigation-issues-related-to-time plan and derivatives are that which is implemented from the beginning of the project. A good example of a contingency plan would be to set internal delivery deadlines earlier than public deadline dates by default, so that have spare time to deal with general issues, mistakes, etc.



Decision-related risks are a science on their own. Some research reports that risk-taking or risk-avoidance and time spent gathering information and working in a group are inversely connected. This is probably off-topic though, as the main convention in project management is teamwork style and trusting the developer community, which just happens to be our team.

Potential mitigation connected to method approach, Task 3.4

	Scrum	Kanban	Waterfall	Agile
Missing unclear requirements	Make use of extra tools, re-check user-stories template, wireframe, flowcharts, tables,	Keep the loop gathering information	Requirement Document, following questionnaires, brainstorming	Interviews, brainstorming, role playing
Skills shortage	Transfer, outsourcing	List your training skills needs	Workshops, release training documentations	Reduce losses by sharing, transfer
Time	Review measurement tools	Start tracking time early in the project.	Use time tracking tools	
Budget	List, rearrange priorities, make individual plans to	Prioritize work items Re-evaluate capacity, Productivity assessment	Rearrange priorities, make plans mitigation for every risk event in your list.	

Potential mitigation connected to method approach, Task 3.4

	Scrum	Kanban	Waterfall	Agile
Resource shortage	Review transparency, engage stakeholders			Make agreements with external teams
Decision-making	Make use of software	Check measurement tools, item age		