

Project Abbr &Name	WGAME , Word Game	Client/Supervisor +email	Dr Maria Keet maria.keet@uct.ac.za
Date	13 August 2021	Tutor +email	Yash Ramsamy RMSYAS003@myuct.ac.za
Team Members	Lunga Tsewu	Sipho Nkele	Kuhle Mxotwa

RISK CONDITIONS	CONSEQUENCES	CAT	PRO	IMPACT	MITIGATION	MONITORING	MANAGEMENT
Team members get sick	Work overload to other team members which might cause project exceed its scheduled time or not meeting all the client requirements	developments	critical	high	Work on hygienic environments	Having health checks everyday	Get replacement or extend schedule of project
Unable to finish all project requirements on time scheduled	Exceeding initially project budget, clients might be uninterested when projects is delivered and poor functionality	Project delivering	medium	critical	Time tasks and all must be submitted on due dates	Progress report weekly	Extend project schedule (due dates)
Level 5 lock down restricti on of covid19	Lack communication between team and stakeholder members that will lead developing feature and function outside scope of the project, lack of support from other team members with bugs or issues that need might need a second set of eyes and skills to solve.	development	medium	moderate	Team to work online, take vaccines and follow covid19 protocols	Follow government and university news	Work from home

Android studio might cause strains to laptop capabilities(RAM)	Slow down project development and affect the delivery and schedule of the project, this will also force other members to move the work around which will waste more time.	development	high	critical	Make sure all member have laptops with 8 GB of RAM	Evaluate if each member's laptop has enough RAM to support android studio without delays	Request capable resources(in our case we will borrow laptop from CSC department) for the project from sponsors
Might develop wrong functionality	User expectations will not be met.	Project delivering	medium	critical	Have regular communication and participation with the client	Submit weekly reports to clients and present project to clients	Request more time and budget to fix bug
Most team member unfamiliar with software(android studio) we will use to develop mobile application	Hinder the project progress.	development	medium	moderate	Team member must learn that software before start project or make sure member have experience with software to be used	Team leader to monitor less experienced team member with software we are using	Give team member time to learn as projects progress