

OSU Craft Center Capstone Project

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Section 4: Project Constraints and Risk

To support and help students connect with the OSU Craft Center, we will provide the resources offered to enhance their creativity and have a strong sense of community enrichment through the Craft Center. However, there will be constraints and risks that will be involved in the project to help it run smoothly. Below will be our constraint and risk that we see happen during the development of the project.

4.1 Project Constraints

4.1.1 TIME: unlimited ← to → severely limited time

The time constraint for this project is on the side of **unlimited time** between the project partner and our group when it comes to building the registration system. This term is more flexible in that we can get help as much as we want from our project partner if there is really anything coming up during the process work of the project. The project partner also layout the timeline, knowing that we have the whole 9 months to do this project, that they would like to see a piece of the paying students registration up and running by the end of the project term. If the time for the project is done early for the paying students, the project partner hopes to get it up and running at the beginning of either winter or spring term.

4.1.2 RESOURCES: Bill Gates' budget ← to → no budget

The resources that our group is provided by the project partner range from **medium to little budget** when it comes down to it. We discussed the project partner willingly being able to provide the group with technical help from CASS along the way if we needed to depending on the budget limitation. On top of that, our project partner also connects us with other resources to deal with any other requirements in our project as resources that we need to complete the project through the group called TouchNet.

4.1.3 SCOPE: every conceivable feature ← versus → minimal deliverable

Throughout the term with this project, the project partner is looking for a decent amount of work done on the project giving it a **minimal deliverable**. This ties back to the time constraints as they are okay with having only one part of the project up and running by the end of the project cycle. We believe we are able to deliver this completely by the end of year or even sooner as the project partner expected. Beside that, we can make an effort and use the resources and time given to make the system up and running in time sync with the project partner's ideal timeline and have the functionality that the paper form registration did for many years at the Craft Center.

4.2 Risk Management

Risk	Likelihood	Impact	Mitigation Strategy	Early Detection	Consequences
Stakeholder requirements may cause lessened functionality or attractiveness to students using our project.	Unlikely	Medium	In order to ensure our user experience for all facets are well designed, we can bring in students and faculty to test out our prototypes and get feedback on their interactions.	When running tests with students, we can detect this risk early by receiving feedback from students and adjusting the UX/UI accordingly.	Since a main point of this project is to have students use the web portal over physical registration cards, it would be a poor experience if their replacement was not user friendly. It's important that the user experience is attractive so that students actually want to transition to the new system.
Our project partners are administrators of the Craft Center, and not necessarily tech-oriented employees. Therefore there is a risk that their lack of technical experience will cause a disconnect in expectations vs. what is accomplishable.	Very likely	High	Our weekly meetings with the project partners help ensure their ideas are communicated adequately.	If our documentation of the project begins to run astray of partner expectations, this is a good marker of a time to further communicate the purpose and function of the feature being worked on.	We may deliver a product that works, but does not fully satisfy the requirements given by the partners. Our project might lack essential features that are desired.
The previous team's scope may not be the direction we want to take the project.	Less likely than not	Medium-High	To mitigate this, reviewing the previous team's work on the project and mark which parts we want to continue and	When we are reviewing all of the documentation s given by the previous group and see that certain goals or objectives don't align with	Should the mitigation strategy fail, we will have to scrap the previous team's work and start from scratch.

			which parts we want to scrap and start new	ours, then we may have to discuss changing a few things in our project.	
The finished product may not be fully integrated into the OSU system.	Likely	Medium-Low	To mitigate this, we will be contacting our project partners as well as our capstone instructors for more resources that can be utilized to help us connect with the OSU official system.	When we are taking more time trying to understand and learn the tools used in the OSU system than actually implementing it on the website.	Should the mitigation strategy fail to prevent/avoid the risk, the project may be left unfinished and the next group would have to continue working on this project.