Risk Assessment and Mitigation

Mozzarella Bytes | Team 18

Assessment N°1

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Risk management

Risk is "an uncertain event or condition that, if it occurs, has a positive or negative effect on a project's objectives" [1]. It is important to mitigate risks as it allows more time and resources to be spent creating a product that fulfils the client's needs rather than fixing avoidable errors.

Risk identification: Potential risks were individually mind-mapped before being discussed in a structured group brain-storming session [2]. As people had time to think of risks first everyone had something to contribute making it a productive session. We then read numerous top ten risk lists [1] as well as Caper Jones's software risks [2] and SEI's risk taxonomy [3] to learn about common risks and added relevant ones to our risk register.

Heading	Meaning	Reason for including
Risk ID	Unique identifier for each risk	Documents can reference the risk directly
Risk type	Project, product or technology [7]	A way to categorise the different risks
Description	Explanation of the risk	People understand the risk and its effects
Likelihood	How likely the risk is to occur	A quantitative measurement to measure the
Severity	Impact the risk would have on the project if it occurred [8]	scale of the risk. Combined to give a level of action needed.
Urgency	Level of action needed	Prioritises risks determined from matrix below
Mitigation	Strategies to prevent and lesson the effects of risks	Provides concrete action that we can take through the project to minimise that risk
Owner	Person who mitigates and	A risk owner increases the likelihood we will
	manages the risk	make decisions to minimise the risk.

Risk register: Based on research [4,5,6] we formatted our table with the following headings

Terminology and classifications: Project risks covers risks that arise from problems within the group i.e member leaving the group, product risk includes risks that have a direct impact on the product i.e stakeholder's needs changing while technology risks are risks to do with languages, methods, standards and project functionality [7]. Likelihood and severity is ranked on a scale of low (L) to high (H). Low means it is either highly unlikely/has little impact, medium means that the risk might happen/ will have a noticeable but not unmanageable impact, high means the risk is highly likely/will have a significant impact on our project. Likelihood and severity combined outlines how urgently action needs to be taken to minimise the risk and when and is determined from this matrix:

Risk assessment matrix	High Severity	Medium Severity	Low Severity
High likelihood	High	High	Medium
Medium likelihood	High	Medium	Low
Low likelihood	Medium	Low	Low

*High: Control risk immediately, Medium: Take action to reduce risk, Low: No action needed

How risk ownership was allocated: Ownership of each risk was allocated based on each person's role within the team, which tasks they are planning to work on in future assignments (see team organisation) and the total number of risks they have ownership of.

Risk management: Risk management is a continuous process that ends once the project comes to an end [8]. Every three weeks we will conduct a risk review where we identify new risks, look over tracked risks, close irrelevant risks and assess our risk management strategy; this ensures we are constantly aware of, and attempting to mitigate, risks. We will track these changes using the change management log (see website [9]).

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R5	R4	م ن	R2		R10	₽
Project	Product	Project	Technology		Product	Risk Type
Team member leaves the group	Constantly changing requirements	Team member illness	GitHub, where our source code and website is hosted, goes down.	written by multiple team members	Clashing code	Description
F	т	т	F		Σ	Likelihood
т	Ξ		т		≤	Severity
≤	т	Ξ	Z		≤	Urgency
 All critical tasks are assigned to a minimum of people so if someone were to leave there wou be a team member who understood that part c 	 Maintain regular contact with the client to recognise change in requirements as soon a possible Have a change management plan to modify risk register, requirements and project plan t accommodate new requirements Ensure code is modular and well documented s can be easily adapted to accommodate change 	 Edit documents on Google docs so other tea members can take over if necessary. Meeting notes will be taken and uploaded to Google drive ASAP to allow the absent team member to catch up. Communicate with the team via Messenger to stay updated on the state of the project. 	 Back up code on local devices or in the clouc Assign a member of the team to remind even to back up their work weekly. 	cross over in purpose) discuss with the team before starting. - Use GitHub version control to keep track of al versions of the project and to merge code edi	- If an overlap is deemed likely (e.g. two tasks	Mitigation
of Id two	the oit	o the	l. yone	<u>[v</u>] —		

	 best suits our project Assign a team owner to oversee the project and a SCRUM master to ensure we are adopting the agile methodology 				managed		
KD	- Research methodologies to choose the one that	т	т	Ν	Project is poorly	Project	R9
_	If there is uncertainty whether a feature is needed clarify with the client before coding						
_	before coding additional features						
_	- Implement the core functional requirements						
_	team so all members are clear on the functionality						
_	- Frequently communicate within the development						
_	required functionality						
_	 Peer review the tests to check they test the 				functions		
_	make sure requirements reflect the client's needs				wrong software		
DB	- Follow requirement engineering techniques to	т	т	т	Developing the	Product	R8
	Keep the client involved in all stages of development						
_	possible						
_	noticed clarify them with the client as soon as						
_	 If conflicting or ambiguous requirements are 						
_	requirements with the client regularly						
_	- Hold meetings to discuss, validate and update				requirements		
_	requirements				the user's		
ΕH	 Follow recommended practices to elicit 	Н	Н	M	Misunderstanding	Project	R7
					deprecated		
_	 Plan time to rework the code if necessary 				becomes		
_	library				framework		
_	implement newer functions/ elements of the				application		
ΕM	- Adjust the Ganntt chart to add time to learn and	-	Μ	F	Features of the	Technology	R6
_	requirea it neeaea.						
	the project and could teach someone what was						

Expectation that every team member should participate in our virtual SCRUM every two day Provide a way to communicate as a team (Facebook messenger) Ensure each member is clear on their role/tash before leaving meetings. fold regular in face meetings as well as virtual SCRUMS	ω <u>τ</u> ''''			communication between team members		
Use Github projects to allocate tasks	T	Ζ	т	Ineffective	Project	R11
				skills to complete the project		
^a lan plenty of time to implement the code	σ			lack the technical		
Research and practice Java in their ov	Μ	т	-	Team members	Project	R10
ave been assigned too many/ few respo	h					
Expectation that team members will vocal	П					
system is inadequate						
reallocate roles if the current managem						
Hold a group meeting to discuss solution	1					
every three days; modify the plan if new						
Monitor group progress using the Ganr	1					
				-		

References

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