

ID	Type of Risk	Description	Probability	Loss (time in weeks)	Risk Exposure	First Indicator	Mitigation Approach
1	Sponsor	Customer wants the product to also be able to have an extra functionality	0.1	4	0.4	Customer comes back with new requirements	Classic object oriented design patterns should be used so that design is extensible. When the customer proposes a new requirement, we will assess it against the extensibility of our design and negotiate based on ease of implementation.
2	Personnel	School work slows down our productivity for senior project	0.25	3	0.75	Team members miss a deadline	Try and help team members manage their time better. Have the team pick up the slack until the other team member can get back on track.
3	Design and Implementation	Poor design leads to redesign and reimplementations	0.25	3	0.75	Product does not adequately meet requirements or needs updating	Spend adequate time on requirements to elicit an accurate approach to design, and then spend adequate time on creating the design. We will be modeling our design off of the existing iPhone app design, so we will have a meeting to discuss that design and determine whether or not it is sufficient for Android prior to coding it up.
4	Personnel	People go on vacation and development halts for the amount of time vacation lasts.	0.5	2	1	Members don't communicate over vacation.	The team needs to hustle after break to make sure deadlines are met. The team discusses how next vacation people need to work.
5	Personnel	People are late to meetings	0.3	2	0.6	A team member comes late to a few meetings	The team schedules meetings for a time that works better for everyone.
6	Knowledge	Lack of knowledge of Android	0.5	4	2	Android UI doesn't flow together and issues arise	The team will sit down together for a couple hours and learn how Android works so that we are all clear on Android coding practices. The team will then refactor old code to make is Android compliant.
7	Knowledge	Lack of knowledge in Objective-C makes the code for the existing Newstex application difficult to understand	0.5	3	1.5	A team member expresses they don't understand Objective-C	The team spends an hour or two together to get down Objective-C coding practices, conventions, and syntax.
8	Implementation	When integrating the front end (Android App) with the backend (HangerKitJava) there is a blocking issue that prevents us from being able to integrate	1	1	1	While we are integrating HangerKitJava into the application an error occurs that is from HangerKitJava.	Test HangerKitJava more often so that we are confident it works before we try and integrate it. Also we can try to integrate more often and in smaller increments.