## Clang Randstruct Risk Management Plan

| Risk   | Probability | Effects  | Plan   |
|--|-------------|--|--|
| Team member injury or serious illness  | Moderate    | Tolerable to Serious<br>(Depends on injury)<br>1 Day up to 2 Week<br>delay | Make sure we have good individual documentation so that other group members can pick up where someone left off   |
| Team member<br>leaving team or<br>unavailable for large<br>period of time                                    | Low         | Serious<br>1-4 Week delay  | Make sure we have good individual documentation and communication so that other group members can pick up where someone left off   |
| Absolute failure of production environment created for the project; issues with our chosen build environment | Moderate    | Serious<br>1-3 Week delay  | Extensive research to avoid this and well laid out alternative plans for this kind of failure. Google Cloud Platform helps relieve certain instances of disk failure and project deletion. |
| Unable to use our chosen approach to accomplish the goals set by our sponsor                                 | Moderate    | Serious<br>1-4 Week delay  | Extensive research<br>and prototyping for<br>each of the other<br>possible approaches<br>to ensure the highest<br>likelihood of success.   |
| Project Sponsor<br>Leaves or is<br>Uncommunicative   | Low         | Tolerable  | We have a project sponsor as a backup. In the event the sponsor is unavailable, our project can be open sourced and usable for the Clang community.  |
| Personal conflicts<br>between team<br>members/team lead  | Low         | Insignificant to<br>Tolerable<br>Max of 1 Week delay                       | Try to resolve any internal issues as quickly as possible; If  |

|  |              |                               | needed Escalate the issue as much as necessary. If Team lead is directly involved/unable to resolve the issue, push it up to Bart for help resolving the issue                      |
|--|--------------|-------------------------------|---|
| Another group<br>working on the same<br>project at the same<br>time                                      | Low/Moderate | Acceptable                    | Discuss the issue with our sponsor and likely continue to develop in parallel with the other team if necessary; else, continue  |
| Requirements<br>change/shift of<br>sponsor focus in<br>regards to the project                            | Low          | Tolerable to<br>Catastrophic  | Hard to prepare for<br>and depends on the<br>scale of the<br>requirements shift. To<br>prepare for this we<br>need to ensure we all<br>have adequate<br>knowledge of our<br>product |
| Incorrect time estimate in regards to any section of the project   | High         | Tolerable to<br>Insignificant | To avoid this we will try to overestimate and set realistic standards   |
| Sudden change to the<br>Clang infrastructure<br>that dramatically<br>alters the course of<br>our project | Moderate     | Catastrophic                  | We will have to react quickly and quickly adapt to the changes within clang in order to adapt our project   |

## Approved by:

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