

# Risk management plan

Risk definition	Trigger (how we get know that risk case came true)	Probability	Impact	Value (P*I)	Main strategy	Alternate strategy (optional)	Action plan for main strategy	Action plan for secondary strategy
Not enough of server power	<b>Request delay is higher than 1 sec for:</b> <ul style="list-style-type: none"> <li>- Top predictors screen (List of user's);</li> <li>- Predict match (Matches schedule, teams table etc.);</li> <li>- My predictions screen (List of predictions).</li> </ul>	2	3	6	Transfer	Accept	Reserve additional budget to improve server configuration	We can accept delay, if it is not higher than 2 seconds and we have no complaints from users.
Fixtures API send to us wrong information	<b>Someone can find out mistakes in app data</b>	5	4	20	Mitigate	-	"To mitigate that risks we need to add to backlog and develop a new user story. As an Admin I can manage fixtures in admin panel.  Affects: additional sprint (scope, budget and timeline)"	-
Fixtures API doesn't send to us information	<b>We don't get any information</b> <ul style="list-style-type: none"> <li>- cup schedule is empty (update after match );</li> <li>- match results (during and after match) is empty;</li> </ul>	5	5	25	Mitigate	-		
PlayMarket or / and AppStore release issues (general)	<b>In case of</b> <ul style="list-style-type: none"> <li>- AppStore / PlayMarket can reject an app publishing;</li> <li>- AppStore / PlayMarket can review an app too long.</li> </ul>	3	3	9	Mitigate	-	"Reserve additional 1-24h for possible changes Affects: additional 1-3 day (budget and timeline)"	-
PlayMarket or / and AppStore release issues (gambling)	In case of App Store / PlayMarket can reject an app publishing for gambling suspicion	3	10	30	Mitigate	-	"Reserve additional 1-40h for possible changes and appeal Affects: additional 1-30 days (budget and timeline);"	-