**Project Risks**

**Inability to gain users:** This whole project depends on our ability to get the word out about our creation. If users don't use our service there is no way for us to make money.

**Monetary conversion:** If we can’t think of an effective/efficient way to get money out of our users the project will have no value.

**App and Website connection:** With both an app and website in development it is going to be important to make sure the developers work together to have the same aspects on each. Should be manageable with proper planning.

**Marketing:** Without any specific marketing experience on the team we will need to go outside of the team to find our marketing partner.

**Competition:** Competing with the already established booksellers (Bookstore, Amazon, ect.)

**University Compliance** - Getting the university on board with diamond dollar currency might be an issue. They may see it as a way to take away sales from the book store.

**Project Milestones**

- Final Proposal (1/28)
- Rough charter (2/8)
- Prototype Meeting (2/11)
- Rough Prototype both website and app (2/18)
- Face to Face meeting with mentor (TBD)
- First grade from mentor (3/18)
- Revised Prototypes and website (4/8)
- Second Grade from Mentor (4/19)
- Rough Presentation (4/19)
  - Powerpoint slides
  - detailed data model
  - detailed process model
  - Systems Architecture model
  - Screen shots from prototype
- In class demonstration of prototypes (4/19)
- Final Presentation (TBD)