

Risks

1. Materials - previous teams have seemingly reported trouble with designing and creating a prototype within the budget (resource)
2. Lack of familiarity with hydraulics - might just be a me problem but hydraulics to me seem like a super complex and way beyond me (technical)
3. Aesthetics - previous iterations of this project have come out looking almost downright terrifying, and being inviting to use is pretty critical for this project (social?)
4. Time - honestly we have no idea how much time we may really have before getting shut down, could be a week, a month, it's even possible that we get through the whole year without too much of a hiccup but it is almost impossible to tell now (environmental?)
5. Long term use - if / when a final design is completed, built, etc. making sure that it stays functional may be difficult (technical / resource)
 - a. Just looking at the materials the team from last year left over makes this more of a concern, as there was more than a decent amount of rust after seemingly just sitting in a locker for a couple months

"Sphere of Influence" Stakeholders

1. Client – self explanatory, they are the one(s) who saw the problem and asked us to try to fix it
2. Guide – there to help us along the way and make sure we're on the right track
3. Potential ID Student – help in keeping the device from being as terrifying as it has been in the past
 - a. Also interested in our project for their own capstone project
4. Outside Professors – not necessarily part of senior design but helpful resources to potentially learn more for the advancement of the device / its design / its construction

"Sphere of Interest" Stakeholders

1. Government regulations – our device needs to meet any and all applicable ADA regulations and any changes would also need to be accounted for
2. Client's son / wheelchair bound persons – they are the end users, the people who would in the end be using out device
3. Component manufacturer – self explanatory, we would be reliant on them for components to construct the device