

# Ways of categorizing outcomes

1. Safety/Causing Harm
  - Will cause harm
  - Could cause harm?
2. Accessibility Supported
3. Levels of difficulty
  - P1 is may cause seizure and makes a critical task impossible
  - P2 is makes it significantly more difficult
  - P3 categorized as would improve user experience for certain types of users
4. Task based
  - Which systems would be brought up first if it all went down?
  - Example: Aircraft Carrier Act and EAA did this
  - Core service for the company

## Alternative ways to categorize

5. [FPC](#)-like (modular approach)
6. Whose responsibility it is
7. Task-based
8. Ease of implementation
9. Current implementation rate