Introduction

This report aims to provide some background information and outline the objectives and some of the key areas regarding the feasibility of this project.

The main objective of this solution is to create a space where creative people from all kinds of disciplines can interact with other like-minded people to work together on projects they find interesting and are passionate about, providing a social network which helps users build rapports based on their ideas, whilst fostering collaboration and creativity.

Background

This project was thought of because today, more and more people wish to have “side hustles” and work on projects outside of their professional life, but there is no easy way for these users to easily connect with those, outside of their own disciplines or professional focus to work together. Therefore, the target demographic for this project is for all the amateurs, students, digital creatives and those that wish to create and bring their ideas to life leveraging the unique talents they possess with others that share the same goals.

Outline of project

When looking at technical feasibility, the technology to be used for this project (Java, Spring, React, MongoDB) is stable, reliable, and well established, allowing for easy troubleshooting when issues arise during development.

As far as integrating with current hardware or software, as a web application, this project would not require anything other than a browser for users to have access to it, ensuring that anyone with internet access would be able to make use of the platform. However, depending on the number of users or demand the project could implement apps for Android and iOS, or scale up using cloud infrastructure such as Azure or AWS.

As for development, the current technologies available are more than enough to successfully complete the project, whilst the biggest concern regarding technical feasibility is the technical skills and capabilities of the developer building the application.

Looking at financial feasibility there aren’t any concerns outside of costs related to hosting the application. However, the implementation of this project does present some risks and concerns, mainly in the form of the network effect, in that the solution would only be as “valuable” as its number of users. Additionally, some legal concerns also arise in the form of GDPR compliance related to user data storage and security.

Alternatives

At present there are many social networking sites and apps currently dominating the market, but unlike the proposed project these apps focus on entertainment (TikTok, Facebook, Instagram) or news (X, Bluesky). The closest competitor is LinkedIn as this focuses more on professions, however it is also seen as being very “corporate” and focuses more on work achievements, without providing an easy way for users to showcase or find others based on their creative endeavours. Therefore, this project’s unique positioning, puts it in a completely different category from current competitors and platforms, which in fact could be leveraged to increase the application’s reach and userbase.

Conclusion

Overall, the results gathered from this feasibility assessment, suggest that although there are some risks and concerns, in terms of security and developer ability, it is feasible, and has the potential to achieve the goal set out, and deliver the solution within the time frame allocated.