**Software Engineering (CS301)**

**Feasibility Study Report**

* **The Moderators**

**4th Sem CSE-Sec-A**

**Introduction:**

In the modern world, communication is a very key aspect of day to day life. However, due to increased efficiency of communication in the form of emails, social media, the world is increasingly becoming a smaller place with too many options for one to choose from. This calls for a platform where users can be sure about what is the best option for them to avail- be it restaurants,music,tourist locations,technologies etc. The proposed project aims to solve exactly that and make the world an easier place to communicate with each other and have a better understanding of the location.

**Problem Statement :**

We plan to put forward a social media platform that allows users to create profiles, share blogs, chat with each other, gain popularity through relevant blogging, and it will also help people to get authentic information about different topics by prioritizing content approved by the public . It will also play a big role in connecting people with friends and other people around the world! It also allows users to comment ,share and rate their opinions about other’s blogs.

**Stakeholders:**

Ankur De(21bcs011)

Anish Kumar Sinha(21bcs010)

Anand Kumar Singh(21bcs009)

C.Nikhil Karthik (21bcs024)

**Features:**

* Users can blog/post about their interests and create mini-blogs.
* These mini-blogs can be shared and liked and commented upon by others
* Based on it’s rating blogs gain more importance and are suggested to more users. This ensures authenticity of the information received by our users
* Users can be a part of communities where they can interact with others in the same community via a group chat.
* Users can also chat with other users using an integrated chat application built using socket.io.

**Business Profile:**

Our team is an enthusiastic and dedicated group of individuals who are willing to put in their best to make sure we come up with our final product. We, the team members of “Moderators“ have decided to work on a project that allows our users to blog about their interests and get comments and ratings on the same.Popular blogs also get more exposure so that people get to properly know what to trust and what to not trust.Users can also participate in communities to discuss about their interests as well as chat with each other. We plan to employ the agile methodology to meet our daily goals and to make sure that our product is upto the mark with the help of regular feedback from our instructor Dr. Uma Seshadri.

**Problems in the existing systems:**

Our main motive is to make an user-friendly platform unlike the already existing ones, that do not allow users to communicate with each other and do not suggest popular and trusted reviews to the users. Also, as mentioned above we plan to add more helpful features to our product that the already existing blogging sites lack that reduces the complexity and work-load for our customers.We also plan to add an integrated chat feature that allows users to communicate with each other.

**Project Scope**

We are confident that this project will attract a lot of users who want to properly gain knowledge and share their honest opinions about topics they are interested in.They also include students from our institute who struggle with the already existing review blogging systems. Thus this project has a lot of scope and we can earn revenue from web traffic as well as collaboration with other services.

**Methodology and tools used for Feasibility study**

**Brainstorming**

* Expectation of the system- easy sharing and reviewing of blogs.
* Organization rules- user friendly interface,various helpful features, efficient communication with stakeholders.
* How to solve the issue- creating a common platform to share blogs and discuss the experience and knowledge with others.

**Interface analysis**

* Type of data exchanged between users : blogs, texts, reviews and chats.
* When will the data be exchanged: - the data exchange will be in real time
* How to implement the interface: - using MERN stack and Socket.io
* Need of the interface: - for ease in usability and convenience

**Observation of our findings**

1. **Market Research:**

As we know, managing and posting blogs is a very tedious task. So our team has come up with a solution to develop a platform to share our experience and knowledge in any given field. This is a common problem with the currently available website or apps, which would like to eliminate it with this proposal.

1. **Technical Feasibility**

The proposed project will be developed only for web based environment for the front-end we will be using EJS,ReactJs and tailwindCSS and for the server-side, we will be using MongoDB for our database requirements,NodeJs and Express Js for our server-side programming and npm for installing required packages.For the integrated Chat Application we will be using Socket.io which is an npm package which allows users to send messages using HTTP protocols.

1. **Schedule Feasibility**

We estimate that our project will be in good shape in the time span of 3 months. We plan to work day in and day out to make that possible. We plan to divide the work appropriately among the developers and give them proper freedom to implement the changes they deem necessary. Also we plan to implement regular testing of our project, so that all bugs are fixed within the required time frame.

1. **Cost Feasibility**

The budget allocated towards our project will be evenly split between the design team, front-end team and the back-end team. Also any additional required services which are paid for including the promotion of the product that we develop will be covered by the budget. To promote our product, we plan to carry out extensive marketing campaigns which will also be covered by the budget. As mentioned above we plan to bring in our revenue through web-traffic and collaboration with other services.

1. **Risk Assessment**

Our product, like every other new product in the industry, runs the risk of not gaining popularity among our target audience as there are other platforms which already exist and are quite popular. However, the users who identify the true extent and potential of our service will definitely migrate to ours.

Also, since we are not a legally established company, we may face legal problems along the way for which we are not fully equipped.

Also, some services like cloud services are paid for and access to them is given to only a few. We may face difficulties if we want to use them for scaling up our product in the future by employing these services.

1. **Conclusion**

The proposed project is technically and economically feasible. The system is expected to improve the user experience in the field of blogging and reviewing.

The project is expected to generate an excellent return on investment.

As mentioned above , we will face a few problems throughout the project but we will give it our best to overcome all these issues and adjourn to the provided timeline.

**Challenges and assumptions considered for the project**

1. As mentioned above, our product, like every other new product in the industry, runs the risk of not gaining popularity among our target audience as there are other platforms which already exist and are quite popular.
2. Due to our budget constraints, we do not have someone who is properly fluent in the economical aspects of running a company. Thus the distribution of resources among the departments of the project teams may be uneven and to some extent unfair. However we plan to address this issue as soon as our product starts making revenue.
3. Because of the above reason, we also do not have a proper legal team to take care of any legal issues our project might face while implementing other services. This issue will also be addressed once our product starts earning revenue.

**Group name and Team members**

Group Name: The Moderators

Team Members:

C.Nikhil Karthik (21bcs024)

Ankur De (21bcs011)

Anand Kumar Singh (21bcs009)

Anish Kumar Sinha (21bcs010)

**Glossary + References**

* <https://microsoft.github.io/code-with-engineering-playbook/machine-learning/ml-feasibility-study/>
* <https://learn.microsoft.com/en-us/azure/architecture/serverless-quest/code-with>
* https://www.investopedia.com/terms/f/feasibility-study.asp