Indian Institute of Information Technology, Vadodara

Feasibility Report

IT Team-03

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NON-FEASIBLE PROJECTS

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I. 1. Fingerprint based ATM

A. Description:

Fingerprint Based ATM is a desktop application where a user's fingerprint is used as an authentication. Finger print's minute features are different for each human being so the user can be identified uniquely. Instead of using ATM card Fingerprint based ATM is safer and secure. There is no worry of losing ATM card and no need to carry ATM card in your wallet. You just have to use your fingerprint in order to do any banking transaction. The user has to log-in using his fingerprint and he has to enter the pin code in order to do further transaction. The user can withdraw money from his account. User can transfer money to various accounts by mentioning account number. User can view the balance available in his account.

B. Target Audience:

It targets mainly those people who use ATM card most of the time for transaction instead of going to bank. Target audience involves employee, students etc.

C. Scope:

1) It is very easy to use so there will be huge number of end users.
2) Most of the banking modules can be implemented based on bio-metric detection.
3) It provides security to users so reliability of users will increase toward fingerprint based services.

D. Benefits:

1) Never have fear of losing ATM card.
2) We don't have to worry about security because it is highly secured than ATM card.
3) We can access anytime and anywhere with our fingerprint since it will be always with us.

E. Technical In-Feasibility:

- If the User finger pattern has some cut or injury the system might not recognize the user.
- It can make mistake with the dryness or dirt on the finger.
- It is not appropriate with children because there fingerprint is undeveloped.

F. Social In-Feasibility:

- Some of the uneducated may not know how to use a fingerprint based ATM.
- ATM card or any other means cannot be passed to others for continent use.
- For some people it is very intrusive, because it is still related to criminal identification.

G. Economic In-Feasibility:

- Image captured at 500 dots per inch(dpi).Resolution: 8 bits per pixel. A 500 dpi fingerprint image at 8 bits per pixel demands a large memory space, 240kbytes approximately.
- Large labour is required to collect fingerprint data from the existing customers.

II. Vehicle Tracking Using Mobile

A. Description:

From your android device you can track a vehicle's present coordinates which can help resolve many security issues like if we are unable to contact our friend or even if someone met with an accident and he/she is not in the condition to make contact with anyone or if our vehicle's lost. Basically we are gonna use GPS to retrieve the vehicle's coordinates which can be seen by selected personnel only.

B. Audience:

It is applicable for all those persons who use any type of Motor-vehicle and a Android mobile phone with age more than 16 years.

C. Scope:

1) Security issues in criminal field.
2) It trace the location of user at every moment.
3) It connect with GPS for the guidance of road map.
4) No need of big database.

D. Benefits:

1) In the field of vehicle tracking after criminal activity.
2) In the field of the security issues of vehicle user.
3) No worries for vehicle loss.

E. In-Feasibility:

- It is not so big project for all the group-members.
- It is valid when user keep his/her Mobile phone with him.
- For this a hardware device must be put in all the vehicles used by users, which is not very cost effective.
- Difficult to ensure the safety of hardware device.
- Slow internet connectivity will create a lot of ambiguity in location data.

FEASIBLE PROJECTS

Written By: Aniket Raj and Rajeev Singh
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III. Social Application For College Students

A. Description:

This application's main purpose is to connect students of not just one's own college but also of different colleges present nearby. The students can search and request for connecting, based on their area of interest e.g. their field of study, curiosity etc. This will help them to increase their social network. The student can benefit from experiences of senior students of other colleges. This app will also keep everyone updated about different activities of other colleges.

B. Target Audience

It is an application for the college students whose age is ranging from 16-25 years.

C. Scope:

1) To improve the awareness about the activities of nearby colleges for extra-curricular activities.
2) To build network and connections with the people of similar interests.
3) To seek help and guidance from wherever possible.
4) Share the digitalized data and other media.

D. In-Feasibility:

1) Huge database collection and management in short-time.
2) Limited Time for project development.

IV. BIMS' Kitchen

A. Description:

Bims' kitchen is a night kitchen which delivers food to your specified address. It operates between 4:30 PM and 4:30 AM and right now it is operative in the Gandhinagar region only. It offers varieties of food. All they needed was a digital platform. We wanted to help them and wanted to broaden their brand and take it to the next level. We have been doing feasibility analysis of the project from various aspects (technical,economic, etc) and are presenting it as follows.

B. Target Audience:

No specific audience, if someone is an android user and that someone want to order food then that's our target.

C. Scope:

1) It is very easy to use so there will be huge number of end users.
2) It will provide a digital platform to such startup and will encourage them to grow and improve and will also motivate other startups to bring their products into the virtual world.
3) According to the survey people need such an applications to be built.

D. Benefits:

1) Immediate access to variety of food at your own place. User can choose from variety of food available at his/her location.
2) People need not to worry about time restriction of food-availability as it provides food during night.
3) It will provide better service by taking feedback from users and also it will give user ability to track their orders.

E. Technical Feasibility:

- Our team members are familiar with the technical knowledge of the android application development like android studio environment, database server, user interface development, etc.

- We also have prior experience working in building the website in HTML, CSS and javascript, web server, etc. No major hardware upgrades required (for development), thus the project can be implemented and realized with the existing resources we have.
- The development team can learn the concepts, algorithms, etc, easily as the technologies to be used have a lot of course materials online.
- This project would motivate us to brush up and/or learn different skills.

F. Social Feasibility:

- No technical knowledge will be required to run application. It can be accessed by any user .
- People can order food for party purpose as well which will give them more social platform where they need not to worry about food for party.

G. Economic Feasibility:

- This project requires only an Android operating system, it is economically feasible as it is one of the major platform.
- There's a reasonable price to upload the application online, which would be negotiated with the owner.
- The application will be free to download after release to any android user.
- By ordering food online, people need not to worry about going and buying food.