

PROJECT ANALYSIS

PART B: Carry out an analysis of your semester project/your favorite / start-up idea and would like to submit this analysis as part of a large documentary! Write enough about each point to create at least 2 pages.

TABLE OF CONTENTS:

1. Project Goals and Objectives
2. Targeted Audience
3. Market Research
4. Technical Feasibility
5. Resource Requirement
6. Risk Assessment
7. Timeline and Milestones
8. Security and Compliance
9. Budgeting

1. Project Goals and Objectives:

A clear goal and objectives should be formed first in order to properly implement the project later. If a goal is not set then we might not get the intended results.

For my project one of the main goals is to provide an engaging and challenging puzzle for the users to solve and enjoy. The objective is to provide the users with a puzzle ranging in levels of difficulties with a user friendly and minimalist design.

2. Targeted Audience:

The project is developed for people of all types to enjoy. Be it Sudoku enthusiasts, students, puzzle lovers or people looking for a challenge. And so keeping that in mind the project has been implemented with varying levels of difficulty so that everyone can enjoy.

3. Market Research:

There is already a wide selection of Sudoku games or programs already existing in the market. So in order to give my program a fighting chance thorough analysis of the already existing market has been conducted. Identifying key points for improvements and featured that the customers expect and appreciate in a very important step to get the competitive edge over the market.

4. Technical Feasibility:

One of the most important steps to cover before launching a service is to make sure if it is possible to produce the service with the current technologies and also determine if it is possible for your company to do so. We should also evaluate the scalability of the program before launching it.

5. Resource Requirement:

Identify the resources and tools that are required to properly develop the project. If necessary consider forming partnerships with other organizations to easily acquire the tools and resources that is otherwise unavailable to us.

6. Risk Assessment:

Risk assessment is extremely important so that the company is able to assess risks and employ preventive measures. Here we should look out for technical glitches and other errors and form a contingency plan for any potential risks.

7. Timeline and Milestones:

Setting a realistic timeline and milestones is extremely important to enable a real time progress monitoring and accountability. We should set reasonable timelines to every department so that the project can be completed in the predicted time. This ensured that all team members remain aligned to the project goals.

8. Security and Compliance:

Implementing a secure authentication and data encryption is an important step to safeguard the project against external threats and attacks. While doing so it is also very crucial to compliance with data protection regulations. This step is extremely vital as user confidentiality must always be maintained and kept safe.

9. Budgeting:

Another vital part of developing a project is providing the necessary capital required to complete the project. In order to achieve this, the company should form an estimate for development costs, marketing expenses, and initial operating costs. One way to accomplish this is to seek investors interested in gaming and puzzles.

CONCLUSION

This analysis of the Sudoku startup offers a methodical way to assess the project's different facets. It addresses important elements including market positioning, technological viability, problem identification, solution viability, and strategic planning.