

Feasibility Report ON Campus Marketplace

A. Technical feasibility:-

📌 **Platform:** web portal.

- **Technology Stack:**

- Frontend: React,html,css,javascript.
- Backend: Node.js.
- Authentication: University ID-based login.
- **Integration:** Payment gateway (UPI, Paytm, Razorpay).
- **Maintenance:** student developer clubs can maintain the system.

B. Managerial feasibility:-

The managerial feasibility examines whether the project can be effectively organized, supervised, and sustained.

- **Governance Structure:**

- Project overseen by the **College IT Department** or **Entrepreneurship/Innovation Cell**.
- Day-to-day operations handled by a **Student Management Team** with faculty advisors.

- **Roles & Responsibilities:**

- **Project Coordinator (Faculty/Staff)** – supervises implementation and ensures alignment with college policies.
- **Technical Team (Students/IT Cell)** – responsible for development, maintenance, and upgrades.
- **Operations & Moderation Team** – ensures marketplace rules are followed, manages disputes, and filters inappropriate listings.
- **Promotion & Awareness Team** – handles marketing among students and ensures user adoption.

- **Decision-Making:**

- Minor decisions taken by student team leads.
- Major decisions (policy, funding, external partnerships) approved by faculty coordinator and administration.

- **Sustainability:**
 - Annual handover to new student volunteers (ensuring continuity).
 - Regular review meetings with administration to keep platform relevant and secure.

Thus, the project is **managerially feasible**, since roles can be clearly distributed and students gain valuable real-world management experience.

C. Economic Feasibility

- Reduces student expenses by encouraging resale and reuse of goods.
- Saves resources through recycling and second-hand usage.
- Creates small-scale entrepreneurship opportunities for students.
- Promotes financial inclusivity by making learning resources more affordable.

D. Financial feasibility

🔍 **Estimated Costs:**

- Development: nil.

🔍 **Revenue Sources:** Transaction commissions, premium ads/listings, sponsorships

E. Cultural Feasibility

- Aligns with student culture of sharing and collaboration.
 - Promotes eco-friendly practices by reducing waste.
 - Encourages innovation and a start-up culture within the campus.
 - Fits into the digital-first lifestyle of modern students.
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F. Political Feasibility

- No major political obstacles at the campus level.
- Supports government initiatives like **Digital India**, **Cashless Economy**, and **Startup India**.
- College administration is likely to support as it enhances student welfare.
- No conflict with national/state laws if restricted items are prohibited.

G. Social Feasibility

- Strengthens student-to-student interaction and networking.
- Encourages collaboration across different departments.
- Reduces social barriers by allowing equal access to affordable resources.
- Builds trust within the campus community through verified transactions.

H. Safety Feasibility

- **User Verification:** Only registered students/faculty can access.
- **Transaction Security:** Secure UPI payment gateway.
- **Data Protection:** Encrypted storage of user credentials.
- **Content Moderation:** Flagging system to remove inappropriate listings.
- **Personal Safety:** In-person exchanges can be done in designated safe campus areas.

	Task Name	Duration	Start	End	Predecessors	Completion	Priority	Resources	Work	Cost
1	Project Kick-off	1 wk	20-08-2025	26-08-2025		0%	900	John	8.000	
2	Project planning	1 wk	27-08-2025	02-09-2025		0%	900	John	8.000	
3	Topic definition	1 wk	03-09-2025	09-09-2025		0%	900	John	8.000	
4	Design phase 1	1 wk	10-09-2025	16-09-2025		0%	900	John	8.000	
5	Design phase 2	1 wk	17-09-2025	23-09-2025		0%	900	John	8.000	
6	Design phase 3	1 wk	24-09-2025	30-09-2025		0%	900	John	8.000	
7	Code development	1 wk	01-10-2025	07-10-2025		0%	900	John	8.000	
8	Integration testing	1 wk	08-10-2025	14-10-2025		0%	900	John	8.000	
9	Deployment phase 1	1 wk	15-10-2025	21-10-2025		0%	900	John	8.000	
10	Deployment phase 2	1 wk	22-10-2025	28-10-2025		0%	900	John	8.000	
11	User Acceptance	1 wk	29-10-2025	04-11-2025		0%	900	John	8.000	
12	Final review	1 wk	05-11-2025	11-11-2025		0%	900	John	8.000	
13	Deployment final	1 wk	12-11-2025	18-11-2025		0%	900	John	8.000	
14	Project closure	1 wk	19-11-2025	25-11-2025		0%	900	John	8.000	