

Project Feasibility Report

Team-1

The Hackstreet Boys

Indian Institute of Information Technology, Vadodara

Contents

0.1	Purpose:	2
0.2	Executive Summary:	2
0.3	Project Scope:	2
0.4	Technical Feasibility:	2
0.5	Financial Feasibility:	3
0.6	Duration Feasibility:	3
0.7	Resources Feasibility:	3
0.7.1	Human Resources:	3
0.7.2	Software Resources:	3
0.7.3	Hardware Resources:	4
0.8	Conclusion/Recommendations:	4

0.1 Purpose:

The purpose of this report is to demonstrate whether the project proposed by 'The Hackstreet Boys' is technically and financially feasible. Also that whether we have enough people to work as human resource as well as we have all the hardware and software resources required. The report will talk about the deliverables decided by the team and the feasibility of achieving them during the time span of this project.

0.2 Executive Summary:

The main purpose of this project is to provide the students a platform where they can sell, buy and review books along with the facility for discussion. The software solution will consist of a web application and an android application. This project is intended primarily at increasing the efficiency of selling books by bringing the sellers and buyers under one roof. To complete the project we will need various software resources with some hardware and human resources. The report suggests that it is possible to carry out the project with the resources we have in the given time. Some help shall be taken from the past projects.

0.3 Project Scope:

The purpose of the project is to aid the students in finding the best book for the courses that they are taking. The portal will provide a space where the users(faculty and students) can review and rate the books that they have read. This will help new students to choose the books based on their reviews from the faculty and their peers. The features that will be covered in our project will be:

- Users can buy and sell books on the portal.
- Users can rate and give their reviews on any book in the portal.
- User profiles will include all the necessary information about the users used for the contribution on the portal.
- All the users can discuss anything related to the courses on the open forum.

0.4 Technical Feasibility:

This gives an idea that the team is fully capable of carrying out this project. The team as a whole has all technical skills that are required for this project. There are about three to four members in each domain so that there would not be any solo responsibility. Team members with their domains are mentioned.

- **Web Development Programming** : Kushal Jangid, Akhilesh , Sonu Patidar
- **Android Programming** : Anjul Tyagi, Gaurav Yadav, Aditya Prakash, Harish Krupo
- **Database Design & UI Design** : Dilip Puri, Harish Krupo, Raghuvar Prajapati, Sonu Patidar, Chirag Panpalia

- **Server Design :** Harish Krupo
- **System-Testing & Integration :** Harish Krupo, Chirag Panpalia, Aditya Prakash
- **Documentation :** Dilip Puri, Raghuvar Prajapati

0.5 Financial Feasibility:

Cost is not a decisive factor in the project. Basic requirements of the project are systems and latest software. The softwares will be open source so no price will be involved. Although some cost might be involved during the requirement gathering. Hence the project is financially feasible.

0.6 Duration Feasibility:

Task to be executed	Deadline(Soft)	Deadline(Hard)
Feasibility Study	27 th August 2015	30 th August 2015
Requirements gathering and Analysis (Survey)	2 th September 2015	4 th September 2015
Faculty Interview	7 th September 2015	8 th September 2015
Proposal Writing	7 th September 2015	8 th September 2015
SRS Documentation	(4-10) th September 2015	12 th September 2015
Design Phase	(13-25) th September 2015	27 th September 2015
Coding, Unit Testing and Integration	28 th September 2015 - 27 th October	31 th October 2015
System Testing	(1-8) th November 2015	8 th November 2015

0.7 Resources Feasibility:

We need human, software and hardware resources:

0.7.1 Human Resources:

The team consists of 10 members all equipped with technical resources as already mentioned before. From past experiences, we have got sufficient skills to achieve the project deliverables.

0.7.2 Software Resources:

The list of softwares needed to carry out the project is as follows:

1. Linux(Open source) or Windows environment.
2. Web Browser(Open source).
3. Android Development Kit(Android Studio Open source)
4. Web Development IDE(Open source)

5. Web Designing Toolkits(Open source)
6. Project Management Tools(ProjectLibre-Open source)
7. Database Management Toolkit(PostgreSQL-Open source)

As mentioned above most of the software we need are open source, hence we have all the software resources that we need to finish the project.

0.7.3 Hardware Resources:

We need following hardware resources to carry out the project: “Computer(RAM > 2GB, Hard Drive> 1.5GB,screen resolution> 1280x800, Intel® processor with support for Intel® VT-x, Intel® EM64T (Intel® 64), and Execute Disable (XD) Bit functionality)”

We have computers that match the above requirements.

0.8 Conclusion:

With the specified deliverables, time and resources, the report suggests that we can achieve the deliverables within the specified time.