

MyPet

Laino Lorenzo
Gatto Marco

Feasibility analysis

Candidates

- CANDIDATE 1: Pay an external company to develop all the platform
- CANDIDATE 2: Internal development of the platform
- CANDIDATE 3: Buy both an external app and an existing collar technology and merge them into a single platform

Candidates

In all these cases, we want the final product to be a single platform composed by:

- A back-end module based on a microservices architecture
- A front-end Android application
- A front-end iOS application
- A collar that provides the data about pet's vital functions and pet's position
 - An external company will take charge of the collars' production and assembly
 - We assume they are familiar with the production of this kind of technology
 - We assume we can reach an agreement with them, so that they will produce for us the collars and we will buy an incremental number of collars every year

Benefits

- We sketched a very simple business plan:
 - Both Android and iOS applications will be totally free to use and without advertisements inside
 - The main profits will be related with veterinarian subscriptions
 - Free subscription for the first year after the official release date
 - Paid subscription from the second year after the official release at a cost of \$60.00/year
 - Free subscription for the second year after the official release date only for the first 50 subscribers
 - The cost of the subscription per year can be increased according to the success of the platform

Benefits

- Other profits will be related with collars' sales
 - Assuming that each collar can be produced at a cost of \$25.00, so we expect to sell them to the veterinarians at a cost of \$70.00/collar.
 - We can also impose the resale's price of each collar at a maximum cost of \$100.00.
- We can also plan a beta-testing phase along all the development period; in this way, considering to use an agile approach, we can include a free testing phase that covers all the releases
 - We can consider to deploy the different releases on our relatives' devices, so they can use it in their daily routine and give us their feedback.

CANDIDATE 1

External company develops all the platform

CANDIDATE 1 – Operational Feasibility

All requirements can be implemented and satisfied

CANDIDATE 1 – Technical Feasibility

- Members number: 2-4
- Duration time: 2 months
- Effort:
 - Android 0.75 person months
 - Swift 0.75 person months
 - Back-end 2 person months
 - Collar 0.5 person months

CANDIDATE 1 – Schedule Feasibility

- This option does not require any kind of training for us, and so the only constraint is the development time, that is connected to the external company.
- Anyway, we estimated a development time of about 2 months according to the technical feasibility study; this evaluation also affects the economic feasibility study, because we estimate the costs needed to obtain the final product within this period.

CANDIDATE 1 – Economic Feasibility

Development costs

| Nr. | Product | Cost (\$) |
|-----|---|-----------|
| 1 | Android developer (120 hrs per 40 \$/hr) | 4,800 |
| 1 | Swift developer (120 hrs per 50 \$/hr) | 6,000 |
| 1 | Back-end developer (320 hrs per 70 \$/hr) | 22,400 |
| 1 | Collar configuration expert (80 hrs per 75 \$/hr) | 6,000 |
| | | |
| | Total amount | 39,200 |

CANDIDATE 1 – Economic Feasibility

Annual operating costs

| Nr. | Product | Cost (\$) |
|-----|---|-----------|
| 1 | Bug fix technical assistance | 0 |
| 1 | Feature addition technical assistance (80 hrs per 50 \$/hr) | 4,000 |
| | | |
| | Total amount | 4,000 |

CANDIDATE 1 – ROI Calculation

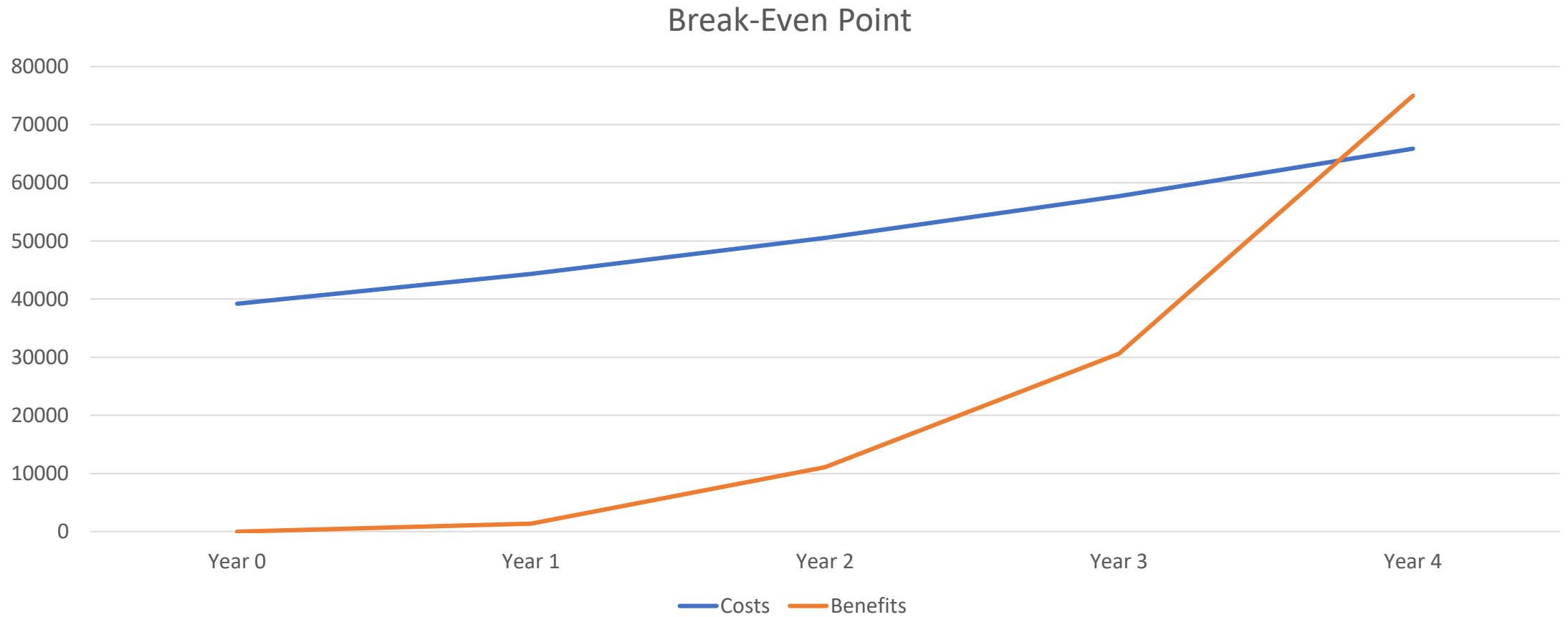
- We assume to achieve, after 1 year, 100 subscriptions
- During the second year, we expect that the number of subscriptions increases of 50 units and the veterinarians start promoting the platform
- During the third year, we expect that the number of subscriptions deadlocks, but the number of collar sales increases because of the sponsoring
- During the fourth year, we expect the main exploit of the number of subscriptions, and so also the number of collar sales increases

| | Year 0 | Year 1 | Year 2 | Year 3 | Year 4 |
|------------------------|------------|------------|------------|------------|------------|
| Development costs | (\$39,200) | \$0 | \$0 | \$0 | \$0 |
| Operating annual costs | \$0 | (\$4,000) | (\$4,000) | (\$4,000) | (\$4,000) |
| Collars | \$0 | (50*\$25) | (100*\$25) | (150*\$25) | (200*\$25) |
| Costs amount | (\$39,200) | (\$5,250) | (\$6,500) | (\$7,750) | (\$9,000) |
| Present Value | 1 | 0.976 | 0.952 | 0.929 | 0.906 |
| Time-adj costs | (\$39,200) | (\$5,124) | (\$6,188) | (\$7,200) | (\$8,154) |
| Cumulative costs | (\$39,200) | (\$44,324) | (\$50,512) | (\$57,712) | (\$65,866) |
| | | | | | |
| Subscription benefits | \$0 | \$0 | 100*\$60 | 175*\$60 | 350*\$100 |
| Collar sales | \$0 | 20*\$70 | 60*\$70 | 150*\$70 | 200*\$70 |
| Benefits amount | \$0 | \$1,400 | \$10,200 | \$21,000 | \$49,000 |
| Time-adj costs | \$0 | \$1,366 | \$9,710 | \$19,509 | \$44,394 |
| Cumulative benefits | \$0 | \$1,366 | \$11,076 | \$30,585 | \$74,979 |
| | | | | | |
| Total amount | (\$39,200) | (\$42,958) | (\$39,436) | (\$27,127) | \$9,113 |

CANDIDATE 1 – ROI Calculation

| | Year 1 | Year 2 | Year 3 | Year 4 |
|---|------------|------------|------------|------------|
| Cumulative costs | (\$44,324) | (\$50,512) | (\$57,712) | (\$65,866) |
| Cumulative benefits | \$1,366 | \$11,076 | \$30,585 | \$74,979 |
| Cumulative profits | (\$42,958) | (\$39,436) | (\$27,127) | \$9,113 |
| ROI | -97% | -78% | -47% | 14% |
| Payback period reached after 3,75 years | | | | |

CANDIDATE 1 – ROI Calculation



CANDIDATE 2

Internal development of the platform

CANDIDATE 2 – Operational Feasibility

All requirements can be implemented and satisfied

CANDIDATE 2 – Technical Feasibility

All platform is developed internally

- Members number: 2
- Duration time: 4 months
- Effort:
 - Android 1 person month
 - Swift 2.5 person months
 - Back-end 3 person months
 - Collar 1 person month

Back-end and Android application are developed internally, but iOS application is developed by an external expert

- Members number: 3
- Duration time: 3 months
- Effort:
 - Android 1 person month
 - Swift 0.75 person months
 - Back-end 3 person months
 - Collar 1 person month

CANDIDATE 2 – Schedule Feasibility

All platform is developed internally

- Swift requires 1 person month for training and 1.5 person months for development
- Collar configuration requires 0.5 person months for training and 0.5 person months for implementation

Back-end and Android application are developed internally, but iOS application is developed by an external expert

- Collar configuration requires 0.5 person months for training and 0.5 person months for implementation

CANDIDATE 2 – Economic Feasibility

Development costs

| All platform is developed internally | | |
|--------------------------------------|-----------------------|-----------|
| Nr. | Product | Cost (\$) |
| 1 | Development costs | 0 |
| 1 | Facilities costs | 0 |
| 1 | Swift training | 200 |
| 2 | IntelliJ IDEA license | 298 |
| 1 | Android account | 25 |
| 1 | iOS account | 99 |
| 1 | Amazon AWS | 150 |
| 1 | Collar training | 0 |
| 1 | Collar | 25 |
| | | |
| | Total amount | 797 |

CANDIDATE 2 – Economic Feasibility

Development costs

| Back-end + Android developed internally and iOS developed externally | | |
|--|--|-----------|
| Nr. | Product | Cost (\$) |
| 1 | Development costs | 0 |
| 1 | Swift developer (120 hrs per 50 \$/hr) | 6000 |
| 1 | Facilities costs | 0 |
| 2 | IntelliJ IDEA license | 298 |
| 1 | Android account | 25 |
| 1 | iOS account | 99 |
| 1 | Amazon AWS | 150 |
| 1 | Collar training | 0 |
| 1 | Collar | 25 |
| | | |
| | Total amount | 6,597 |

CANDIDATE 2 – Economic Feasibility

Annual Operating costs

| Nr. | Product | Cost (\$) |
|-----|-----------------------|-----------|
| 2 | IntelliJ IDEA license | 298 |
| 1 | iOS account | 99 |
| 1 | Amazon AWS | 150 |
| 1 | Technical support | 0 |
| | | |
| | Total amount | 547 |

CANDIDATE 2 – ROI Calculation

- We expect a trend very similar to CANDIDATE 1's trend.
- However, we expect that our platform will be a little bit less successful among the users; the main reason is connected with the difference between a senior development team's capabilities and experience and ours.

| All platform is developed internally | | | | | |
|--------------------------------------|---------|-----------|------------|------------|------------|
| | Year 0 | Year 1 | Year 2 | Year 3 | Year 4 |
| Development costs | (\$797) | \$0 | \$0 | \$0 | \$0 |
| Operating annual costs | \$0 | (\$547) | (\$547) | (\$547) | (\$547) |
| Collars | \$0 | (50*\$25) | (100*\$25) | (150*\$25) | (200*\$25) |
| Costs amount | (\$797) | (\$1,797) | (\$3,047) | (\$4,297) | (\$5,547) |
| Present Value | 1 | 0.976 | 0.952 | 0.929 | 0.906 |
| Time-adj costs | (\$797) | (\$1,754) | (\$2,901) | (\$3,992) | (\$5,026) |
| Cumulative costs | (\$797) | (\$2,251) | (\$5,152) | (\$9,144) | (\$14,170) |
| | | | | | |
| Subscription benefits | \$0 | \$0 | 90*\$60 | 160*\$60 | 325*\$100 |
| Collar sales | \$0 | 20*\$70 | 55*\$70 | 140*\$70 | 180*\$70 |
| Benefits amount | \$0 | \$1,400 | \$9,250 | \$19,400 | \$45,100 |
| Time-adj costs | \$0 | \$1,366 | \$9,065 | \$18,704 | \$43,916 |
| Cumulative benefits | \$0 | \$1,366 | \$10,431 | \$29,135 | \$73,051 |
| | | | | | |
| Total amount | (\$797) | (\$885) | \$5,279 | \$19,991 | \$58,881 |

| Back-end + Android developed internally and iOS developed externally | | | | | |
|---|-----------|-----------|------------|------------|------------|
| | Year 0 | Year 1 | Year 2 | Year 3 | Year 4 |
| Development costs | (\$6,597) | \$0 | \$0 | \$0 | \$0 |
| Operating annual costs | \$0 | (\$547) | (\$547) | (\$547) | (\$547) |
| Collars | \$0 | (50*\$25) | (100*\$25) | (150*\$25) | (200*\$25) |
| Costs amount | (\$6,597) | (\$1,797) | (\$3,047) | (\$4,297) | (\$5,547) |
| Present Value | 1 | 0.976 | 0.952 | 0.929 | 0.906 |
| Time-adj costs | (\$6,597) | (\$1,754) | (\$2,901) | (\$3,992) | (\$5,026) |
| Cumulative costs | (\$6,597) | (\$8,351) | (\$11,252) | (\$15,244) | (\$20,270) |
| | | | | | |
| Subscription benefits | \$0 | \$0 | 90*\$60 | 160*\$60 | 325*\$100 |
| Collar sales | \$0 | 20*\$70 | 55*\$70 | 140*\$70 | 180*\$70 |
| Benefits amount | \$0 | \$1,400 | \$9,250 | \$19,400 | \$45,100 |
| Time-adj costs | \$0 | \$1,366 | \$9,065 | \$18,704 | \$43,916 |
| Cumulative benefits | \$0 | \$1,366 | \$10,431 | \$29,135 | \$73,051 |
| | | | | | |
| Total amount | (\$6,597) | (\$6,985) | (\$821) | \$13,911 | \$52,781 |

CANDIDATE 2 – ROI Calculation

All platform is developed internally

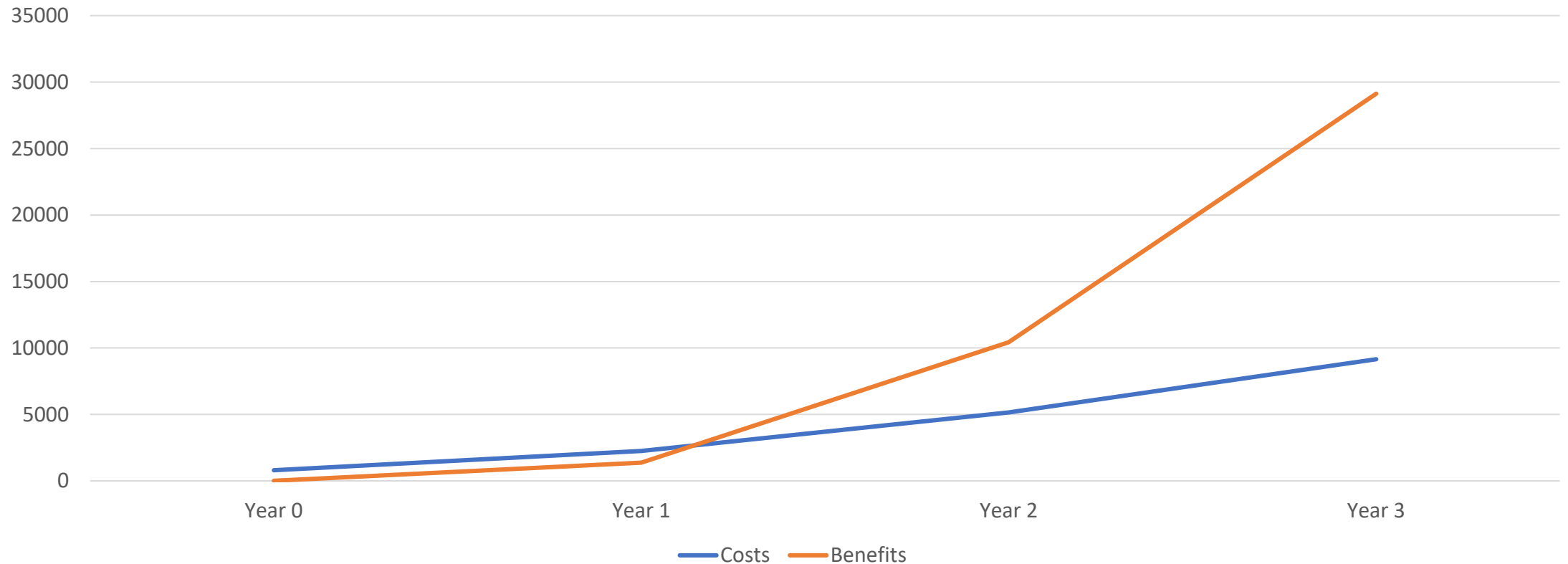
| | Year 1 | Year 2 | Year 3 | Year 4 |
|--|-----------|-----------|-----------|------------|
| Cumulative costs | (\$2,251) | (\$5,152) | (\$9,144) | (\$14,170) |
| Cumulative benefits | \$1,366 | \$10,431 | \$29,135 | \$73,051 |
| Cumulative profits | (\$885) | \$5,279 | \$19,991 | \$58,881 |
| ROI | -39% | 102% | 219% | 415% |
| Payback period reached after 1.3 years | | | | |

Back-end and Android application are developed internally, but iOS application is developed by an external expert

| | Year 1 | Year 2 | Year 3 | Year 4 |
|---|-----------|------------|------------|------------|
| Cumulative costs | (\$8,351) | (\$11,252) | (\$15,244) | (\$20,270) |
| Cumulative benefits | \$1,366 | \$10,431 | \$29,135 | \$73,051 |
| Cumulative profits | (\$6,985) | (\$821) | \$13,911 | \$52,781 |
| ROI | -84% | -7% | 91% | 260% |
| Payback period reached after 2.42 years | | | | |

CANDIDATE 2 – ROI Calculation

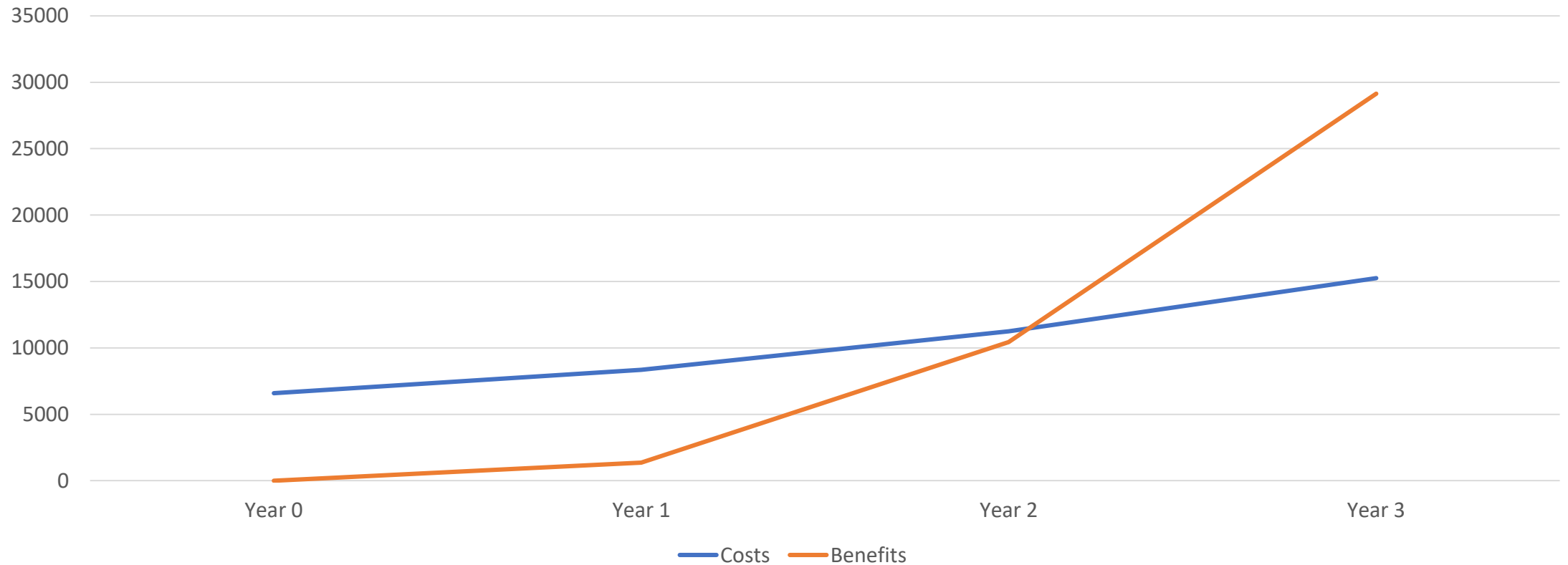
Break-Even Point – All development internal



The year 4 trend is not shown because, with this chart, we want to focus on the break-even point; with the addition of the year 4 data, the chart would have seemed more flat

CANDIDATE 2 – ROI Calculation

Break-Even Point – Internal development + external iOS



The year 4 trend is not shown because, with this chart, we want to focus on the break-even point; with the addition of the year 4 data, the chart would have seemed more flat

CANDIDATE 3

Purchase and merging of two existing technologies

CANDIDATE 3 – Operational Feasibility

‘11pets: Pet care’ is a mobile application already available on Google Play Store.

Acquiring it, we can only satisfy the requirements not concerning with the use of the collar.

If we want to satisfy all the requirements, we should buy a tech collar and its integrated application; then we should merge the two applications into one.

We are not able to estimate times and costs to develop this solution.

Summary

| Feasibility criteria | Wt | CANDIDATE 1 | CANDIDATE 2 | | CANDIDATE 3 |
|----------------------|------|-------------|-------------|----------------|-------------|
| | | | Internal | Internal + iOS | |
| Operational | 30% | Score: 100 | Score: 100 | Score: 100 | Score: 50 |
| Technical | 30% | Score: 95 | Score: 70 | Score: 80 | Score: 0 |
| Economic | 30% | Score: 30 | Score: 95 | Score: 75 | Score: 0 |
| Schedule | 10% | Score: 95 | Score: 85 | Score: 90 | Score: 0 |
| | | | | | |
| Ranking | 100% | 77 | 88 | 85.5 | 15 |

Conclusions

- In conclusion, we can state that the best alternative is the CANDIDATE 2; in particular, the best choice is the one that assumes all the components of the platform developed internally.
- In particular, in this case we can consider delay in time less important than economic costs, because many concurrent products are already present in the marketplace.