

# Google Home Trivia App Feasibility Report

Team MGN

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# Feasibility

- Technically feasible - extendable trivia game framework using Node.js and Google Actions
- Socially feasible – visually impaired and blind students, and teachers will all benefit
- Alternative solutions – mobile app, audio podcast, paper trivia quiz

# Feasibility continued

- Economically feasible - estimate a payback period of 3 years and 3 month based on reduced teaching labor cost  
In our case, less than two years with free development
- Risks – the app could be rendered unusable due to:
  - poorly defined requirements
  - not making the app extendable
  - not testing software at necessary intervals
  - improper planning of task time