**Economic:**

This project depends on a relatively large amount of freeware. Since the main part of the project is written in Kotlin and is expected to run on Java Virtual Machine, it depends on the developers of both the language and the release of a JVM that will work with it. The project also depends on the developers of a common Kotlin networking framework called Ktor, which is thankfully open-sourced.

**Security:**

This project, along with any implementation of the responsiveness test, must be careful about causing DDOS from the test runs. This is because it is trying to maximize network usage, which could cause problems for the server being tested against.

The second concern of this project is to make sure that no private information is released through the test. However, this should be covered by using encrypted HTTP/2.

**Social Benefit:**

The test itself is meant to bring awareness and help catch problems of responsiveness, namely buffer bloat. Having an implementation of it can uncover buffer bloat, or network responsiveness issues, within the software API it uses, namely Ktor, and the JVM implementation..

The test itself is also meant to help users understand why they get video buffers and “poor connection” warnings on video conferences. That is, having this implementation will help more people have access to the test to find a better responsiveness measure. The end goal of this project is to incorporate it into an android app, giving android users the same ability as iPhone users “networkQuality” test to test their responsiveness.

**Professional:**

I have surface level knowledge of networking; thus, it can be difficult to make sure I am implementing the correct things. There are a few concerns within the project, namely, enforcing the use of HTTP2 over TLS and potentially allowing QUIC to be used in the future. To make sure that the TLS encryption cypher used is one that the device can handle. Finally, being able to prove that certain measurements are correct, such as TLS handshake measurement, which from version to version are different measurements, thus we also must enforce the correct version of that.