Feasibility

Constraints

This application is designed for Android Phones. It will support all Android operating system versions from 4.0 to the current version, namely Ice Cream Sandwich, Jelly Bean, and Kit Kat. It will also only support Android’s generalized “normal” screen size. The “normal” screen size ranges from approximately three to five inches. The minimum processor and memory requirements have not yet been determined. The application will only support the English language.

Cost

The estimated total time required for the project is 1000 hours. Each of the four team members will need to contribute approximately 17 hours per week to complete the project on schedule. After making allowance for unanticipated problems, the total cost of the project is $210,000. The following is a breakdown of each phase of the project and the estimated time required for the phase.

Analysis

The analysis phase of the project will require 250 hours to complete. It is estimated to require twenty-five percent of the total time necessary for completing the project. The analysis phase was given twenty-five percent of the total time allowed for the project because it is an essential phase for developing the storyline and specifying the basic functionality and features of the game. All of these elements are crucial to developing a successful game.

Design

The design phase of the project will require 450 hours to complete. Forty-five percent of the total project time was allowed for the design phase. The design phase requires the largest portion of the total project time because effective design is essential to avoiding bugs and major design flaws that would make the coding and testing phases take longer than expected and increase the total project time.

Coding

The coding phase will require 150 hours to complete. This is calculated at fifteen percent of the total time for the project. If the analysis and design phases are completed properly, the coding phase should not require a significant amount of time.

Testing

The testing phase will require 50 hours to complete. This is calculated as five percent of the total project time. Some of this time will be interspersed into the coding phase as additional features are added. The rest of the time will be used during an intensive testing phase near the completion of the project to ensure the project meets all specifications.

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| Time Requirements Summary | | |
|  | Hours | Percentage |
| Analysis | 250 | 25% |
| Design | 450 | 45% |
| Coding | 150 | 15% |
| Testing | 50 | 5% |
|  | 1,000 |  |