Feasibility Evidence Description (FED)

We Are Trojans (WAT) Network

Team01

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Version History

Date	Author	Version	Changes made	Rationale
09/28/14	ML, PP	1.0	Created initial FED document from ICSM template, updated the risk assessment section.	For draft VCP package submission.
10/11/14	ML, PP	1.5	• Finished all from section 1 to 5	For VCP package submission.
10/19/14	ML, PP	2.0	 Updated all sections based on feedback. Make consistent with ARB and FCR presentation Updated NDI evaluations. 	 Use in next phase (Foundation phase). To be consistent with ABR presentation.
10/29/14	PP	2.1	 Added more NDI/NCS analysis and evaluations. Updated the project risks. 	Consider more NDI/NCS to gain more information and reduce risk in development phase.
11/16/14	ML, PP	2.5	 Change to Architected Agile Template. Updated the risk list. Update LOS. Added ROI analysis. Fixed mistakes from version 2.1 	 Update the risk list related to progress report file. Make LOS to be consistent with OCD file.
12/7/14	ML, PP, ES, TS	3.0	Change ROI analysis.Fixed mistake from version 2.5Final review before submission.	Changes in ROI calculations.For DCP package submission.
02/15/15	ML, PP,	4.0	Change risk assessement	Risks are re-evaluated
04/08/15	ML, PP,	5.0	Change risk assessement	Risks are re-evaluated

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1. Introduction

1.1 Purpose of the FED Document

This document reports our analysis about the feasibility evidence of the We Are Trojans (WAT) Network project. We use risk assessment to identify and come up with a way to mitigate those risks. We will analyze NDI items and evaluate the risk if whether they fit our project.

1.2 Status of the FED Document

This is version 5.0 of the FED document for RDCP submission. Major changes since last version:

• Change items in risk assessment

2. Business Case Analysis

Assumptions

- USC students need a central platform to connect, share, and like information with each other
- Reward point system will work as the important incentives for users to join the network

Stakeholders	Initiatives	Value Propositions	Beneficiaries
 Developers Maintainers Clients Gift/Book stores 	 Develop the system Monitor the system Advertise the system to USC community Partner with schools Negotiate deals with on-campus bookstore/gift store Join the system 	 Increase camaraderie between Trojans One-stop shop to answer any USC related queries Increase communications between students across schools 	USC students USC alumni USC faculties
Cost		Benefits The number of active network increases.	re users in "WAT"

2.1 Cost Analysis 2.1.1 Personnel Costs

Table 1: Personnel Costs

Activities	Time Spent (Hours)
Development Period (24 weeks)	
Valuation and Foundations Phases: Time Invested (CSCI577a, 12 weeks)	
Client and team: Meeting via email, phone, and other channels [3 hrs/week * 12 weeks * 2 people]	72
winwin sessions [2 winwin session * 1 hours * 2 people]	4
Architecture review boards [1.5 hours * 2 session * 2 people]	6
Development and Operation Phases: Time Invested (CSCI577b, 12 weeks)	
Client: Meeting via email, phone, and other channels [3 hrs/week * 12 weeks * 2 people]	72
Architecture Review Boards and Core Capability Drive-through session [1.5 hours * 2 session * 2 people]	6
Deployment of system in operation phase and training - Installation & Deployment [5 hrs * 2 times *2 people] - Training & Support [5 hrs * 2 times * 2 people]	40
Total	200

2.1.1.1 Maintenance costs

Our system will have two categories of maintenance. The first category is the software maintenance which includes updates and changes to the source code, and the second category involves maintenance of the forum (i.e. moderation of posts) and keeping the website updated. For simplicity we will refer to the latter maintenance category as *moderation* in this section. For the first category we estimate 100 hours per year with a 10% increase per year. For the second category we have estimated the required time based on a number of assumptions:

1. The effort spent on moderation is directly correlated to the number of active users in the system, as the number of posts requiring moderation on the forum should also correlate to the number of active users.

- 2. Every user will create on average 50 posts on the forum per year.
- 3. The average portion of posts requiring moderation will be 10%.
- 4. The average time spent moderating one post is 5 minutes.
- 5. The average time for keeping the website updated is estimated to be 52 hours per year with a 10% increase each year.

These estimates are based on consensus among team members and are considered to be conservative expert judgment.

Year	Number of	Forum	Website	Source code	Total cost
	active users	moderation	maintenance	maintenance	
1	2000	833.33	52.00	104.00	989.33
2	4000	1666.67	57.20	114.40	1838.27
3	6000	2500.00	62.92	125.84	2688.76
4	8000	3333.33	69.21	138.42	3540.97
5	10000	4166.67	76.13	152.27	4395.07

Table 2: Maintenance Cost per Year (hours)

2.1.2 Hardware and Software Costs

There are no hardware and software costs because we will select only free software and webhosting.

2.2 Benefit Analysis

The benefit of the system is measured by the number of hours the USC staff has to spend answering questions from students (support-hours). In the below calculation, we use the number of students we expect will join our system, and predict how many support-hours these students would typically account for on a yearly basis. We calculate the required amount of support-hours for the situation where our system is not in place and for the situation where the users are using our system. The difference between these numbers will be the total hours saved by USC staff per year. Our estimates are based on the following assumptions:

- 1. 10% of students will make on average one support request per week.
- 2. Each support request will have an average resolution time of 20 minutes.
- 3. If a student uses our system, his probability of making a support request is reduced by 50%.

Note that in our model, the number of users increase each year. This number is likely to flatten out as the number of users reaches the total number of enrolled students.

Table 3: Benefits per Year (hours)

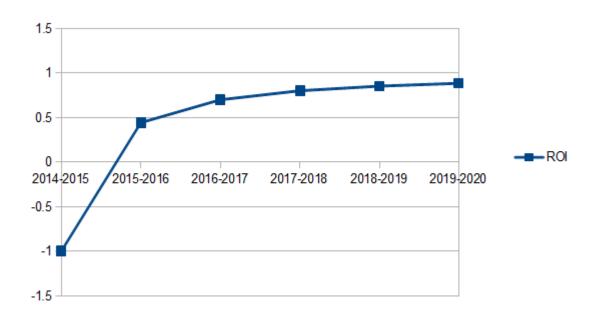
Year	Number of active users	Support hours per year if no system exists	Support hours per year with system (50% reduction)	Hours saved per year for support
1	2000	3432	1716	1716
2	4000	6864	3432	3432
3	6000	10296	5148	5148
4	8000	13728	6864	6864
5	10000	17160	8580	8580

2.3 ROI Analysis

Table 4: ROI Analysis

Year	Cost	Benefit (Effort Saved)	Cumulative Cost	Cumulative Benefit	ROI
2014-2015	200	0	200	0	-1
2015-2016	989.33	1716	1189.33	1716	0.44
2016-2017	1838.27	3432	3027.60	5148	0.70
2017-2018	2688.76	5148	5716.36	10296	0.80
2018-2019	3540.97	6864	9257.33	17160	0.85
2019-2020	4395.07	8580	13652.40	25740	0.89

Figure 1: ROI Analysis Graph



3. Architecture Feasibility3.1 Level of Service Feasibility

Table 5: Level of Service Feasibility

Level of Service Requirement	Product Satisfaction
LOS-1: The system shall be user-friendly and intuitive.	Product Strategies: Apache, MySQL, Laravel, JQuery, Bootstrap, Google survey
	Process Strategies: Prototyping, Survey
	Analysis: We will create prototype that have dynamic user interface and then conduct a survey. Our system will be user-friendly and intuitive if the result shows that more than 80% of users agree that our system is easy to use and intuitive.
LOS-2: The system shall	Product Strategies: Apache, Laravel, JQuery, Bootstrap
render correctly on mobile platform	Process Strategies: Prototyping, Analysis and evaluate NDI, NCS
	Analysis: We will use Bootstrap that has dynamic rendering feature which will render differently on mobile platform.

3.2 Capability Feasibility

Table 6: Capability Requirements and Their Feasibility Evidence

Capability Requirement	Product Satisfaction
CR-1: Q&A Forum	Software/Technology used: Laravel, MySQL, JQuery
	Feasibility Evidence: phphub.org and www.tasty.lk have similar capability which can prove CR-1 is feasible. We also identified that Laravel API can connect, edit, update, delete, and retrieve information from database. JQeury can send an event to our server.
	Referred use case diagram: Figure 3 in SSAD file.
CR-2: WAT Point	Software/Technology used: Laravel, MySQL
System	Feasibility Evidence: This capability feasibility has shown in our Prototype that we create algorithm to calculate WAT points.
	Referred use case diagram: Figure 3 in SSAD file.
CR-3: Notification System	Software/Technology used: Laravel, MySQL, Bootstrap, JQuery, PusherNotifier.js
	Feasibility Evidence: Laravel can get specific information from MySQL. PusherNotifier.js can push notifications from our server. We identified from caniuse.com that web sockets (PusherNotifier.js) can use in IE, Firefox, Chrome, Safari many popular web browser.
	Referred use case diagram: Figure 3 in SSAD file.
CR-4: Profile	Software/Technology used: This is the same as CR-1
	Feasibility Evidence: This is the same as CR-1. Because in essence, This capability need to connect and retrieve and update user profile data from database to show it on the user profile page.
	Referred use case diagram: Figure 3 in SSAD file.
CR-5: Leaderboard	Software/Technology used: Laravel, MySQL, Bootstrap, JQuery
	Feasibility Evidence: This is almost the same as CR-1. Except we have to sort data by users' Semester point and show on the page which can be done using Eloquent ORM that included in Laravel to sort the data.

	Referred use case diagram: Figure 3 in SSAD file.
CR-6: Redemption	Software/Technology used: Laravel, MySQL, Bootstrap, JQuery
Feasibility Evidence: Evidence: www.piccologifts.co superbalist.com is examples of web that is built by L that have similar capabilities which can prove CR-5 feasible. Similar to CR-1, we already test related La and JQuery function that ensure this is feasible.	
	Referred use case diagram: Figure 3 in SSAD file.
CR-7: Event System	Software/Technology used: This is the same as CR-1
	Feasibility Evidence: This is the same as CR-1 because an event is a special thread that created by a maintainer.
	Referred use case diagram: Figure 3 in SSAD file.

3.3 Evolutionary Feasibility

We have no evolutionary feasibility because we have to wait for our client to talk to USC that we can integrate with USC system first.

4. Process Feasibility

Decision Criteria Rating Scale; Very Low; Low; Medium; High; Very High.

Importance Rating Scale: Low; Medium; High.

Table 7: Rationales for Selecting Architected Agile Model

3Criteria	Importance	Project Status	Rationales
30 % of NDI/NCS features	Low	Low	We almost implement every feature because core feature (WAT points) in our system is unique.
Single NDI/NCS	Low	Low	We use more than one NDI. NDI that we are using just provide API to help us developing some specific feature. We can not find only single NDI that have all of the feature we want.
Unique/ inflexible business process	Low	Low	The business aspects of the project are very flexible. Because our requirement is flexible. There is no constrains in our project.
Need control over upgrade / maintenance	High	High	The project has to be upgraded in future after the client negotiating with the USC.
Rapid deployment	Low	Very low	Currently we are just building a dummy system. The system initially will not be deployed.
Critical on compatibility	Low	Very low	The system has no compatibility issue. Because we will build the system and then look for a web hosting that is compatible with our system. We also have no legacy system to concern with compatibility.
Internet connection independence	Low	Low	Internet connection is important, as the application developed is a web-based application.

Need high level of services / performance	Medium	Low	High level of services and performance is important. Because this is user-driven business. If our service is not good then this system will be fail.
Need high security	Medium	Medium	The system will be used only by USC students. That mean the size of information loss is not very critical like some information such as credit card.
Asynchronous communication	Medium	Medium	The system requires asynchronous communication to communicate with the web hosting.
Be accessed from anywhere	High	High	The system is an online community.
Critical on mass schedule constraints	Low	Very low	No, the system is not critical on mass schedule constraints. Because there is no wincondition about this.
Lack of personnel capability	Low	Very low	The group consists of highly competent graduate software engineers and because We Are Trojans!
Require little upfront costs	High	High	The budget for our project is \$0, as per our client specifications.
Require low total cost of ownership	Medium	Medium	We require no cost of ownership because we will use only open source software and free service.
Not-so-powerful local machines	High	High	We have minimal cost and we also have no infrastructure right now. We will be using free left over 8 year old laptops.

5. Risk Assessment

Table 8: Risk Assessment

	Risk Exposure			
Risks	Probabilit y Loss	Potential Magnitu de	Risk Exposu re	Risk Mitigations
Users may prefer existing systems with similar features	5	9	45	Make the WAT points system as an incentive to attract users over competitors. Advertise our system to USC and users. Create surveys and evaluate users' responses.
The server that will be selected to host the application may encounter a performance problem as it needs to host application developed with PHP, Node.js, Redis, and Elasticsearch.	6	5	30	Perform testing to optimize the application and evaluate potential server candidates to suggest the clients.
Major update might happen for Laravel	3	6	18	We will stick with the current version if the update is not critical But if it is critical to our system then we can talk to our clients whether they need the update or not by provide pros and cons of the updating.

6. NDI/NCS Interoperability Analysis

6.1 Introduction

In our project, we utilize evaluation matrix based on the listed criteria and we finalized NDI/NCS items in our system. We selected PHP as our web programming language because it is familiar for most of our teammates. Laravel is our PHP framework. We find out Laravel has strong community and relatively robust documentation, Moreover, its development time is short in comparison to J2EE framework. Apache will be our web server. MySQL will be our DMBS. For the front-end, we will use Bootstrap. For interoperability, our NDI/NCS items operate well and do not have conflicts with each other.

6.1.1 COTS / GOTS / ROTS / Open Source / NCS

NDI/NCS Products Purposes PHP Framework, It provides general Laravel API and tool to implement PHP web application. MySQL DMBS, To manage database Web server Apache Javascript Library, which provide **JQuery** simple and easy-to-use javascript API. Bootstrap Front-end Framework that contains HTML and CSS based design templates

Table 9: NDI Products Listing

6.1.2 Connectors

In WAT(We Are Trojans) network project, we use PHP/MySQL Connector to enable the PHP web application to retrieve and query data from the database.

6.1.3 Legacy System

There is no legacy system.

6.2 Evaluation Summary

Table 10: NDI Evaluation

NDI	Usages	Comments
Apache (2.4)	Web Server	Positive points - Freeware - Widely used - Documentations available Negative points - No negative points
MySQL(5.0)	Database	Positive points - Freeware - Widely used - Documentations available - Suitable for Large scale system - Good performance Negative points - No negative points
Laravel	PHP framework	Positive points - Freeware - Widely used - Robust documentations - Easy to learn and understand framework - Robust community - Clean Framework Negative points - No negative points

Г	- 	
Bootstrap	CSS framework	Positive points - Freeware - Widely used - Robust documentations - Nice UI components Negative points - No negative points
JQuery	Javascript library	Positive points - Freeware - Widely used - Powerful components Negative points - No negative points
TinyMCE	HTML editor for users	Positive points - Freeware - Widely used Negative points - No negative points
Elasticseach	Search system	Positive points - Freeware - Widely used - Powerful components Negative points - No negative points

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	back-end (in	Negative points
	redis) and	Hogalite points
	send them to	- No negative points
	the front-end	
	by utilizing	
NodeJS	websocket	
	module	Docitive points
		Positive points
		- Freeware
		- Widely used
		,
FullCalendar		Negative points
i ullGaleriuai	Event Plugin	- No negative points

		Positive points
		FreewareWidely usedPowerful components
		Negative points
Redis	Receive event firing from backend/key-	- No negative points
	value	