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# Student Gathering App

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## PURPOSE

The main purpose of feasibility study is to consider each and every possible factor associated with the project and determine whether the investment of time and other resources yield desired results. It also includes determining the investments, manpower and costs incurred on this project.

## PROJECT IDEA

To create dynamic application for gathering events from our institute and other institute for any event (unofficial and official). This would be built using Android platform. It would be easy for students for helping them gather colleagues.

## FEASIBILITY STUDY

Every project would be feasible provided that time and money is unlimited. But it is hypothetical situation. Everyone is bounded by time and resources so one may try to optimize available time and resources to obtain maximum benefits.

Manpower and resources are limited so its overexploitation can be avoided if the ill-conceived system is recognized at the earliest.

FEASIBILITY STUDY IS AN ASSESSMENT OF THE PRACTICALITY OF A PROPOSED PROJECT OR SYSTEM.

## ECONOMIC FEASIBILITY

Economic analysis is the most frequently used method for evaluating the effectiveness of a new system. The project is economically feasible as it only requires a mobile phone with an open source Android operating system.

## TECHNICAL FEASIBILITY

Many people are using Android so the team is familiar with Android. To develop this application, a high speed internet connection, a database server, a web server are required. As this project is going to be dealt in Android. Most of the team member is inexperienced working in Android and Firebase.

## OPERATIONAL FEASIBILITY

Operational Feasibility relates to whether the participants will be able to handle new system. Training of 2 days will be sufficient to get basic knowledge of Android. Every material related to Android is available online.

## SYSTEM REQUIREMENTS

### HARDWARE REQUIREMENTS

- Processor : Intel i3 or above
- Memory : 1GB(RAM), 500GB(HDD)

### SOFTWARE REQUIREMENTS

- Operating System : Linux/Mac/Windows(7 or above)
- Platform: Android SDK
- IDE : Android Studio
- Database : Sqlite/Firebase
- Web Technologies: Java/Kotlin, XML