Feasibility Report for my calendar Project.

# Executive Summary and Background

I want to make a windows-based calendar application which aims to provide users with a modern, accessible tool for reminders, event management and scheduling. The idea came about from looking at google calendar with all the scheduled meetings that I have with Trevor Smith. Companies like Google and Microsoft don’t have a dedicated windows app for a calendar which is where I can have the opportunity to show my skills and knowledge.

# Outline and Methodology

Technical Feasibility:

* Programming Languages: Java, CSS, JS, HTML, Kotlin, SQL
* Tools: Github for VC, IntelliJ, SQLite for data storage.

Programming languages can be added based on the features that will exist in the application. Similarly, I want to have a login page so that the application has to opportunity to be scaled, collect data when possible with accordance to GDPR, personalise adverts if that is ever a feature, and most importantly be able to sync between platforms like windows and android phones when implemented.

* Profile that stores settings
* Settings Menu
* Event Management
* Reminders and notifications that can email you
* Some security like login data encryption.
* Server that handles requests from clients

When it comes to the risks of the project, if this was a commercial development then there would be competition in the market and we would need to differentiate ourselves through better user experience and the dedicated application idea.

Wikis and tutorials will be made where applicable to help guide the user. UX standards should be held so that it stays intuitive and accessible.

**Development costs**: My generous salary of £0, consumption of my time, and the Robert Walters sponsored programme.

This application allow people to gain greater productivity and save time as other calendars do.

I will be adhering to the development life cycle to conduct design and development for my project.

Timeline:

1. Week 1 - 3 planning and requirements gathering
2. Week 4 - 9 design and development
3. Week 9 - 11 Testing and quality assurance
4. Week 11 - 12 Deployment and submission.
5. I will be using the development life cycle to conduct planning,

# Overview of Alternatives

One such alternative considered was to make a game because I’ve always been a big gamer. The advantages of a game is that you can leverage a lot of your skills and think of ideas from other games to boost the complexity of the project. The idea for the game would have been a 2d, top down RPG adventure game where you could find some stuff in a limited world. The idea for terrain generation would have been through an algorithm implementing randomness or it may have been a ready-made map.

The second idea I had was to make a train ticketing system because I am a big fan of city management and infrastructure. This can support users with a modern interface to buy tickets and see the live schedule feed. You would be able to manage your account and tickets and simulate a train ticket retailer such as national rail and I had the idea to use an API to get their train details.

I believe that this project will be a great boon for my repository, and it will hopefully show my supervisors and employers my capability as a software engineer.