**Introduction**

The purpose of this report is to evaluate the feasibility of implementing a dedicated bug tracking system for the game development studio Pixel Gap. The objective of this system is to streamline development, enhance efficiency, and improve the quality of the games Pixel Gap develops. This project is to take place over 2 weeks of development and serve as an initial foundation for a bug tracking system.

**Background**

Pixel Gap is a new studio currently working on their first game. They currently rely on Jira for bug tracking and project management, which presents limitations such as the lack of collaborative features, difficulty in use, and lack of expandability. They require a bug tracking solution to streamline and enhance the collection and processing of bugs for developers and tester. Additionally, they plan to extend the solution prior to launching their game to allow community bug reporting, feature requests, and user support. As well as other features such as chat integration for better collaboration.

Considering the market for bug tracking software, popular choices like Jira, Bugzilla, and Trello do not fully align with Pixel Gap’s requirements. The proposed solution aims to meet these needs and preferences, improving collaboration and ultimately enhance the efficiency and quality of development within the studio.

**Outline of project**

The project consists of developing a bug tracker within a 2-week timeframe, aimed at delivering a robust solution to meet the needs of the studio. To achieve this, we need to ensure the following objectives are met:

* Ease of navigation
* Communication and collaboration features
* Scalability and expansion

In consideration of the project’s timeframe and core objectives, we can break down the project into key deliverables, outlining the features needed to provide a suitable solution for the studio. These features consist of:

* Secure login system
* Project selection and creation
* Project dashboard
* Ticket management and creation

As this project serves the purpose of establishing a foundation, additional feature such as chat integration and notifications have been considered and would be tackled within further development after the initial system creation.

Furthermore, there is the potential for the inclusion of a customer support side to the project. As the game is unreleased the customer support element is not essential and should be viewed as extended functionality to be tackled once the key deliverables are met.

The project will be based as a website allowing access to all users regardless of their operating system or device.

**Conclusion**

In conclusion, The project provides an accessible web-based solution to bug tracking. It’s concentration on bug tracking features reduces its complexity in comparison to other bug trackers, while meeting deliverables, providing an efficient tool for the team’s collaboration.

Although the project requires initial investment, the long-term benefits out-weigh this by providing significant time savings. The inclusion of integration with customer support enhances the product provided by the studio, building rapport with customers which is highly beneficial within the games industry.

In all, the feasibility report confirms the viability of the proposed project within 2 weeks.