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| **Feasibility Analysis Assessment Factors** | | |
| **Technical Feasibility: Can We Build It?** | | |
| **Consider:** | • Familiarity with application: Less familiarity generates more risk.  **Not too familiar with building a web based game but have someone who may and will reduce risk.** | • Familiarity with technology: Less familiarity generates more risk.  **We are all familiar with the programming languages being used to develop our game.** |
| • Project size: Large projects have more risk.  **We will be minimizing the size of the project ( while staying within the requirements) to finish in the time allotted.** | • Compatibility: The harder it is to integrate the system with the company’s existing technology, the higher the risk will be.  **No compatibility issues are a concern.** |
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| **Economic Feasibility:** | | |
| **Factors** | • Development costs  **N/A** | • Annual operating costs  N/A |
| • Annual benefits (cost savings and/or increased revenues)  N/A | • Intangible benefits and costs  N/A |
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| **Organizational Feasibility:** | | |
| **Consider:** | • Is the project strategically aligned with the business?  **N/A** | • Project champion(s)?  **This is a collective effort of us all implementing the project, ensuring everyone is on the same page and ultimately want success for the project.** |
| • Senior management?  N/A | • Users and other stakeholders?  N/A |
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