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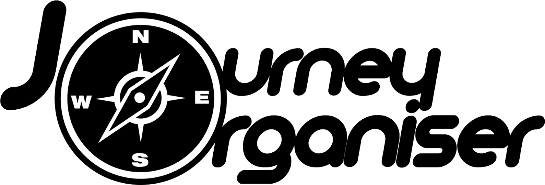
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1. **Project Description**

The project will deliver a multimodal transport search engine that will be capable of trip planning in the United Kingdom. Users will be able to input any address, town or landmark as the origin and destination and ***Journey Organiser*** then searches a database of train, bus, coach and driving routes to present route and price options for travelling to that destination.

Business/project name *“Journey Organiser”* is easy to remember and quite clearly indicates that this is about organising a journey, logo has been made also with the idea of association to traveling – the compass sign is just perfect for that.

End results that are expected for this project are two basic but very important things: fully functional android application and website, both of them needs to meet high standards requirements, be easy in use and contains all supporting documentation.

1. **Project Goals**

* Long term:

To be able to expand the business and add other countries of the Europe within 12 months

Gain over 1 million active and registered users within 18 months

To be able to expand the business and add holiday searching engine to the existing service within 36 months

* Short term:

Gain over 100,000 active and registered users within first 3 months

Create application for iOS (Apple devices users) within 6 months

Add airplane routes into the service within 6 months

Live traffic feature for travellers within 6 months

1. **Timeline:**

**Project starts: 29.10.2015**

**01.10.2015** Project plan

**15.10.2015** Risk assessment plan

**22.10.2015** Design Plan

**29.10.2015** (Basic) Web implementation

**29.10.2015** (Basic) Android implementation

**11.11.2015** (Basic) Android and Web implementation testing

**21.11.2015** Web user interface

**21.11.2015** Adroid user interface

**22.02.2016** (Advanced) Web implementation

**22.02.2016** (Advanced) Android implementation

**05.03.2016** (Advanced) Android and Web implementation testing

**12.03.2016** User testing

**20.03.2016** User Guide

**27.03.2016** Technical Gude

**Project ends: 31.03.2016**

Please note that the timeline shows rough dates, these may be changed. More accurate dates will be regularly updated in the project plan.

1. **Finances:**

**Costs:**

At the moment we are treating this project as a univeristy subject which means we do not suffer any loss in case of money and we do not need any budget, however if we would like to move it further we would have to invest into:

Early stage:

Hosting server – around £5 / month

Domain name – around £5 / year

Upgraded API – Unknown price (priced according to number of searches)

Advertising – Unknown price (depends on where the adverts will be displayed)

Later stage:

Expanding the team (software developers, database admins, security analyst etc.)

Office rental and equipment costs (might not be needed, depends on how the business would grow)

**Budgeting:**

At early stage we would not need any sponsors as the costs are relatively low except the advertising bit, however it depends on the popularity of the Journey Organiser as we might be able to use cheaper advertising as Facebook account promoting, website positioning in search engines etc.

As a business we would need some budget mainly at the later stage, after our service becomes widely recognizable, thanks to being recognizable we would increase our budget by hosting adverts on our website and app, additionally we would work with tourism or transport companies – we would use their names and logos in our search results in other words we would advertise them in our service.

1. **Market study:**

There are loads of services that helps travellers to find their route, however from my own experience neither of them are good enough to search for more than three types of transport routes and then compare them all to result with the best one.

Our service will be the best on the market, it will include all types of transport and their routes. We want to provide with the service that will show not only routes and style of transport but also with the details of the bus or train number and its timetabling. The Journey Organiser will suggest the best option to choose, it will take under consideration features such as price and distance. Such options will give us advantage over the other services with similar purpose

The service is aimed for anyone who is travelling, so we do not have any age limitations – if someone wants to travel and he wants to get some info about how to get from point A to point B then our service is for him.

Initially we are going to cover only United Kingdom, so that is the only limitation. However the service is planned to cover rest of the EU countries in relatively short period of time.

1. **Resources:**

Early phase of the project does not require costly resources (please see: 4. Finances page number: 4-5 ), additionally some of resources are already given by University of Kent. Here is the list of resources needed:

Computers – needed to develop and design the app and the website. Given to the group by University of Kent (whole group can use computers on the campus without almost any limitations)

Workspace – place needed to work on the project, for group meetings etc. Given to

the group by University of Kent (whole group can use workspaces on the campus e.g. library)

Project and Group supervisor – needed for supervising the whole process of the project and work of the group. He will check the progress made by the group regularly. Given to the group by University of Kent (every week group meetings with supervisor)

Group of five (5) – needed for completing the project, each member will be responsible for different part of the project:

1. Group manager
2. Software engineer
3. Quality assurance
4. Test analyst
5. Documentation
6. **Project Process:**

Project will use agile project management. Project Manager will produce and update Project Plans every two-three weeks and when a major part of the system has been implemented. All members of the group are required to take their own responsibility for particular parts of the project that they have been tasked with, however, if anyone is struggling, project manager should delegate other resources to that part of the project. Project members are required to complete their tasks on time and upload their work on GitHub regularly.

Roles within the project has been divided as follows:

Team lead, also called “scrum master”, is responsible for facilitating the team, obtaining resources for it, and protecting it from problems. This function will belong to group supervisor

Team member, is responsible for the creation and delivery of a system. This includes modelling, programming, testing, and release activities etc. This function will belong to everyone within the group except the team lead. Team will include generalizing specialists which means that each member got one or more technical specialities (e.g. Java programming, php programming, postgreSQL database etc.) so that they can contribute something of direct value to the team.

1. **Project Team and Management:**

The project team will consist of five persons that will be managed by a supervisor:

1. Group manager – Mateusz Maly (mfm9@kent.ac.uk)
2. Software Engineer – Jan Gucwa (jg404@kent.ac.uk)
3. Quality Assurance – Filip Borowiak (fb225@kent.ac.uk)
4. Test analyst – Karol Baran (kb440@kent.ac.uk)
5. Documentation – Dawid Janelli (ddj4@kent.ac.uk )

Supervisor

1. Mr. Peter Rogers ([P.J.Rodgers@kent.ac.uk](mailto:P.J.Rodgers@kent.ac.uk))