**Technical Feasibility**

* **Materials & Requirements: -**
* Devices that support Windows, Android or IOS operating systems.
* Routers.
* **Labor: -**
* Customer service staff to receive inquiries and complaints.
* Technical maintenance engineers.
* Database officials.
* Information and security experts.
* Marketing and advertising officials.
* Developers & Designers.
* Al Analyst.
* Expert in online payment methods.
* Cyber ​​security expert.
* **Transportation and Shipping**

Dealing with shipment company to follow up the requests that come to the system constantly and delivers the requests.

* **Technology: -**
* Online payment service.
* Server.
* Programs: (security program – Microsoft Programs – Database Management Program – Online Payment Methods – Windows License).
* Internet.
* Computer and mobile Hardware & Software.
* Credit Card Collection.

**Technical Risks**

* Familiarity with technology: Almost most people use thousands of technologies like this product, whether to pay or buy online, so there's almost no risk at this point. nowadays most people buy online to save them time.
* Familiarity with application: When user use the CSC app or website may have some difficulty while using for first time. "We will solve it by making a tutorial for how to use the app and how to pay for products".
* **Project size:**
* **Developer Team**: 5 developers & designers.
* **Project time**: 3 months to produce the final app and website.
* **Distinct Features** in our project: (4 Features)
* Security in payment methods and the preservation of customer electronic data.
* View suggested products based on user experience.
* Instructional video for dealing with the system.
* order by voice.
* **Compatibility:** The project system can run through any operating system (Open-source system).

**Economic Feasibility**

* **Development costs:**
* Hardware costs
* Software costs (online server)
* Developers' salaries
* Database documentation
* **Operational Costs:**
* Hardware upgrade
* Software license (program license – server fees)
* Designing prototype
* Testing prototype
* Analysts' salaries
* Internet Costs
* Repair and maintenance costs
* Operational team salary
* **Tangible Benefits:**
* Increased sales
* Increased Ads
* Reduction in staff and workers
* Reduction in IT costs
* Reduction in maintenance Costs
* **Intangible benefits:**
* Increased advantage over competition
* Improved customer relations
* Less waste
* Increased website visitors
* Increased App downloads
* Better company/product/brand awareness
* Improved staff morale

**Organizational Feasibility**

* **Strategic alignment:**
* The proposed system will not conflict with the legal requirements.
* The earlier the study and work on the project leads to the completion and discovery of risks and their solution faster and earlier and leads to a strong strategic alignment with the goal of saving time and not crowding out projects.
* If there is a good budget, I can do a high-quality project with minimal risks, which increases the sales of the system.
* If the designer has experience in advertising and advertising, he will help me attract clients, which leads to a strong strategic alignment with the marketing goal.
* **Stakeholder analysis:**
* **The champion**

Project team Leader:(Responsible for accepting the project idea (

* He has a future vision about the project before accepting it and presents the goals and the extent to which it brings benefits to the team.
* create a prototype of the system to demonstrate its potential value.
* Working with the project team to ensure the vision for the project is successfully translated into the requirements and solution design.
* Relaying timely updates to all managers and client contacts impacted team members.
* **Organizational management:**
* Executive Director, Head of Finance and Director of Project Management:
* Help in understanding the system and convincing the rest of the organization of the benefits of this initiative.
* Encourage them to accept it, work on it and develop it.
* Responsible for the company’s finances and what the project will need.
* **System users:**
* Project Team:
* Project members meet to study the project and distribute tasks among them.
* Every week they meet with users asking for feedback.
* Users:
* The first to test the prototype to ensure its quality for use.
* Evaluate the project continuously to make sure that there is no problem or defect.
* Give their opinions on the project elements that should be modified.