Feasibility study report:

**Executive summary:**

Stakeholders including end users of the Application Software

* Stake holders of this project as of now are
* College management
* Software engineering course instructor (Dr. Uma)
* End users or target users are students, business persons, anyone who wants to form an online community.

Business Profile:

* An online platform which connects various people online and help them to share their views with their community.

Problems in existing systems:

1. Moderation: It can be difficult and time-consuming to moderate big online communities, and it can be difficult to ensure that all content submitted on the platform is appropriate and does not break community norms.
2. Harassment and bullying: Online communities can be breeding grounds for harassment and bullying, and it can be difficult to prevent or address these issues effectively.
3. Lack of privacy: Some community platforms may not have robust privacy settings, which can lead to users feeling uncomfortable sharing personal information or participating in discussions.
4. Spam and fake accounts: Some community platforms may struggle with spam and fake accounts, which can make it difficult for users to find legitimate and relevant content.
5. Monetization: Platforms may be driven by the need to monetize through advertisement, data collection, and other means which may compromise user experience.

Project Scope:

Creating an online platform for communities to share their experiences and ideas through posts or comments and discuss among themselves about various things. This is a free-to-all and user-friendly platform. The main objective of this project is to create a safe and secure environment among the communities.

Methodology Used:

Brainstorming:

The common questions that are addressed during

Observations or findings from the feasibility study:

Problem Statement:

Most of the community platforms doesn’t ensure privacy for the users and are paid.

Market Research:

Depending on the particular market and business, different communities may or may not need apps. Generally speaking, community applications can be helpful for promoting connection and communication amongst groups of individuals who have similar interests or objectives. Social media and messaging applications have grown in popularity recently and are now frequently used by people to communicate with one another and build communities. The need for community apps has also increased as a result of the COVID-19 epidemic, which has expedited the shift to digital communication and distant work.

Technical feasibility:

We want to create a user-friendly platform which allows user to chat with each other. We have established that it is possible to develop the full platform using “MERN Stack” and the modules that come with it after examining the technologies accessible.

Economic feasibility:

From the analysis conducted, we have concluded that we can complete the given project within the budget allotted.

We are planning to generate revenue by publishing advertisements on our platform. We are planning to ad-free premium services which will also help in generating revenue.

Operational feasibility:

The project requires a team which have people skilled in full stack development (HTML, CSS, JavaScript etc) and also have a good understanding in advanced technologies and also have sound marketing skills to promote the platform.

Members of the team are willing to work on the suggested project and have no prior commitments to any other projects.

Legal feasibility:

A social media platform's legal viability would necessitate identifying and evaluating any legal risks and compliance needs connected to the site.

* Ensure that all content, software, and other materials used in the platform do not infringe on any third-party intellectual property rights.
* Data Protection and Privacy.
* Advertising and Sponsorship.

Schedule feasibility:

A schedule feasibility for a social media platform would involve outlining the key milestones and deadlines for the project, as well as identifying the resources needed to complete each task.

Phase 1: Planning and Research (2 weeks)

Phase 2: Design and Development (10 weeks)

Phase 3: Deployment and Launch (4 weeks)

Challenges and assumptions considered for the project study:

Challenges:

* Privacy of the users.
* A community platform which has user-friendly features for free.
* Handling many users of some communities at the same time.

Assumptions:

* All the people in a community can discuss and share at the same time.

TEAM NAME: **“HIVE”**

TEAM MEMBERS:

* C. Sai Rithwik(21BCS028)
* D. Sai Pavan(21BCS035)
* M.R.V. Sreeraaj(21BCS064)
* M. Pranav Srinivas(21BCS067)

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