Feasibility Study

Technical

* The language used to implement the program is Java, which can be used on any OS and has in-depth documentation, making problems easier to overcome and research.
* The development environment being used is Eclipse which is also available on any OS and is easy to download and install
* Eclipse uses a compiler which will translate all the lines of code before running them, meaning the compiler does not have to be present in memory while the program is running, making it easier to run on less powerful computers
* This also means the compiled files can be run by users without the users having to have Eclipse installed
* Backing storage may have to be used to store the neural nets as files, however it would likely be negligible.
* I already know quite a lot of java and the basics of how neural nets work but will need to research how to store data in files in java

Economic

* Java and Eclipse are both free to use and so there are no economic concerns
* No sprites or sounds or any other resources need to be purchased, sprites will either not be used of if they are needed will be created by me

Legal

* All work will be my own code and all resources used will be my own, so as to avoid violating the Copyrights Designs and Patents act.
* No personal data of users needs to be stored so there are no worries about the Data Protection Act.

Schedule

* The project should take approximately 40-50 hours, and can easily be altered slightly if development is running behind-schedule (non-essential components can be left un-implemented)
* Research and learning can also be done at home and over the summer to leave more time for implementation.