

# Approach and Feasibility Report

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## **Introduction:**

This report answers the basic questions about Team 3's approach to this project to develop an application to connect travel buddies based on interests and trip scheduling.

## **Questions and Answers:**

### **1. Does the team wish to reconsider the project?**

The team believes that the development of a travel buddies app to be a worthy project, and does not plan to reconsider the project.

### **2. Platform (smartphone, web app, tablet, etc.)**

This application is expected to run on iOS. Code is expected to be written mostly in Swift (Apple's general purpose programming language for developing macOS and iOS applications) or Objective-C. We will use Xcode, Apple's development IDE, to smoothly develop and test our work as we go.

### **3. What skills does the team have for this project?**

A mix of low-level scripting languages such as Python, and some front-end, object-oriented languages. The team also has some knowledge of utilizing APIs such as Twitter and Google Maps.

### **4. What skills does the team need to develop?**

The team needs to develop their XCode proficiency. How to use the IDE, and take advantage of its software development tools are skills in need of development. Furthermore, each team member will need to learn the language (Swift or Objective-C) in which the application will be written. The team also needs to sharpen their knowledge on implementing mapping APIs to establish geographical locations and proximities. Aside from the technical, coding aspect, the team will also need to work on its debugging and testing skills, as UI will be very important for this project.

### **5. What Process Model should the team use?**

This team expects to use an iterative Waterfall process model, providing a sequence of fully operable releases throughout the development lifecycle, each of which contains additional functionality from the previous releases.

### **6. Is this project actually feasible for development by this team?**

Although significant additional planning is needed to determine the size and complexity of this project and a feasible schedule, there is currently no reason to doubt the feasibility of the project. Initially, we expect to spend time learning more about the tools we expect to use such as the Xcode interface and workflow.

## **7. How will the team be managed?**

The team manager is expected to work with the team to create a consensus of the team members. When the various components of the system are defined and their requirements are documented, it is expected that each team member will be assigned responsibility for one or more components through their development, integration, and test. We will use GitHub to manage and organize the work done for this project which will allow for easy assignment and splitting of roles.