Group no: 4508 Section: S4-S5

# **Full Feasibility Analysis**

### Introduction

A. Name of the proposed business: NU Munchies

B. Name of the founder (or founders):

Gaurav Tibrewal, Manik Garg, Chinmaya Bansal, Nishi Chandra, Lavkush Singh.

# C. One paragraph summary of the business:

The mobile application, will facilitate the students of **NIIT University** to get in touch with **Nescafe** and **HOD** just a few clicks away. They will be able to view the current menu with the list of items available. It will also ease the students to place their order from the app itself.

### PART 1: PRODUCT/SERVICE FEASIBILITY

ISSUES ADDRESSED IN THIS PART

### A. Product/service desirability

In the current scenario, if anyone wishes to have something from either HOD or Nescafe, they had to walk all the way from their hostels to these places. The worst case is when you go for the desired product and it's not available. With the help of this application, students can get to know the availability of the products beforehand and can place the order from hostel rooms and classes itself, just a few clicks away.

The customers interested are the hostel students of the college.

Google Form Link: https://goo.gl/forms/VGYV9h3ZHaXbWDSx2

### B. Product/service demand

Our app has some salient features like:

- ✓ It will be a light-weight android application which will occupy very little amount of space into android phones.
- ✓ It will enable people to get the information of Nescafe and HOD of NIIT University sitting anywhere in the college.
- ✓ Nescafe and HOD will prepare their food according to the orders received without any hassle.

The no of customers interested are the students who are willing to use the app.

### **ASSESSMENT TOOLS**

# **Concept Statement Test**

A. Write a concept statement for your product/service idea.

### **Concept Statement**

### ✓ Product:

This mobile application (name yet to be decided), will facilitate the students of NIIT University to get in touch with Nescafe and HOD just a few clicks away. They will be able to view the current menu with the list of items available. It will also ease the students to place their order from the app itself (yet to decide the implementation).

### ✓ Target Market:

It will be exclusively available for the students of NIIT University (we shall extend it to all the people residing in NU after it becomes a success).

### ✓ Why an android app?

I the current scenario, if anyone wishes to have something from either HOD or Nescafe, they had to walk all the way from their hostels to these places. The worst case is when you go for the desired product and it's not available.

With the help of this application, students can get to know the availability of the products and can place the order from hostel rooms and classes itself, just a few clicks away.

### **✓** Special Features:

- ❖ It will be a light-weight android application which will occupy very little amount of space into android phones.
- ❖ It will enable people to get the information of Nescafe and HOD of NIIT University sitting anywhere in the college.

### **✓** Position Relative to Competitors:

Since this idea is confined to NIIT University, our apps scale is not big enough. Therefore talking about competitors is out of question. In the future, if we are expanding our app on a large scale then we have competitors like Food Panda, Zomato, Swiggy, etc.

### ✓ Location of the Business:

NIIT University, NH 8, Delhi- Jaipur Highway, Neemrana, Rajasthan 301705

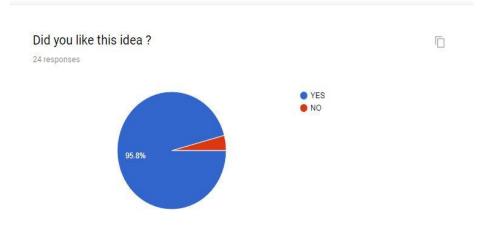
### ✓ Management Team:

The management team will comprise of five people (in the format of: Name, Enrolment number, Section), who are B.Tech CSE students of NIIT University, Neemrana:

- ❖ Nishi Chandra (U101115FCS237), S4
- Manik Garg (U101115FCS199), S4
- Chinmaya Bansal (U101115FCS077), S4
- ❖ Lavkush Singh (U101115FCS113), S5
- ❖ Gaurav Tibrewal (U101115FCS088), S4
- B. We spoke to people to spread our concept statement, and we included our business proposal in the google doc to know the customers perspective:
  - ✓ tell you if they like about your product/service idea (Did you like this idea ?)
  - ✓ tell you whether they think the product or service idea is feasible (Do you think our idea is feasible ?)
  - ✓ share any additional comments or suggestions (Any Suggestions)

### C. Following were the outcome:

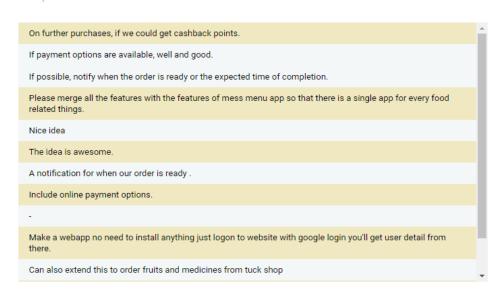
✓ How many people liked our idea



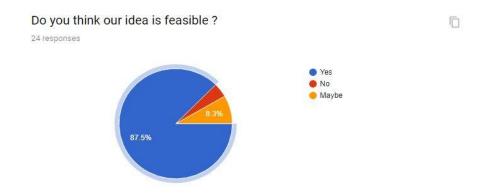
✓ Suggestions for strengthening the idea/suggestions made by people for strengthening or improving the idea

### **Any Suggestions**

12 responses



✓ Overall feasibility of the product or service concept:



The number of people who think the idea is feasible: 21

The number of people who think it isn't feasible: 1

The number of people who think it the idea may be feasible: 2

- ✓ Other comments and suggestions:
  - ❖ Availability of online payment options
  - Notification when the order is ready or the expected time of completion.
  - ❖ Can also extend this to order fruits and medicines from tuck shop
  - NU mess is only available in android but our app should be even in App store.

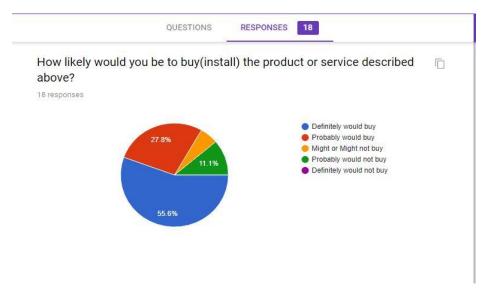
### **Buying Intentions Survey**

- A. Survey Link: https://drive.google.com/open?id=1f6-5zH\_VrF7gOhARGqkXYaeAriepNZ3TBHFDcmZ5udE
- B. The number of people who participated in the survey: 18
- C. The results of the survey obtained were as follows:
  - ✓ The percentage of the total number of people surveyed that said they would probably buy: 5
  - $\checkmark$  The percentage of the total number of people surveyed that said they definitely would buy: 10

How likely would you be to buy the product or service described above?

10 people: definitely would buy

5 people: probably would buy1 people: might or might not buy2 people: probably would not buy0 people: definitely would not buy



### Conclusion

# A. Product/service desirability

Our services are desirable by most of the people who answered our survey. They liked the idea very much. They would prefer ordering the foods from our app.

### B. Product/service demand

There is a demand for the app in the university. The customers are happy to know that such an app is being developed. We are hoping for a rise in demand in near future.

### C. Product/service feasibility

Not Feasible Unsure Feasible

# D. Suggestions for improving product/service feasibility

Here is a screenshot of the suggestions that we received.

# Any Suggesstions: 8 responses I am looking forward to this app. The app must not consume more space and should not be frequently ask for update The application should look attractive Why to keep an extra application just for ordering things If the app is very confusing, I will uninstall that Its a nice idea The app must also have the online payment option The app must inform the retailers of the unavailable things if clicked

# PART 2: INDUSTRY/MARKET FEASIBILITY

ISSUES ADDRESSED IN THIS PART

- A. Industry attractiveness:
- B. Target market attractiveness:
- C. Timeliness of entry into the target market

# **ASSESSMENT TOOLS**

# **Industry Attractiveness**

# **Industry Attractiveness Assessment Tool**

(used to assess the broad industry, rather than the specific target market, you plan to enter)

	Low Potential	Moderate Potential	High Potential
1. Number of competitors	Many	Few	None
2. Age of industry	Old	Middle aged	Young
3. Growth rate of industry	Little or no growth	Moderate growth	Strong growth
4. Average net income for firms in the industry	Low	Medium	High
5. Degree of industry concentration	Concentrated	Neither concentrated nor fragmented	Fragmented
6. Stage of industry life cycle	Maturity phase or decline phase	Growth phase	Emergence phase
7. Importance of industry's products and/or services to customers	"Ambivalent"	"Would like to have"	"Must have"
8. Extent to which business and environmental trends are moving in favor of the industry	Low	Medium	High
9. Number of exciting new product and services emerging from the industry	Low	Medium	High
10. Long-term prospects	Weak	Neutral	Strong

# **Target Market Attractiveness**

# **Target Market Attractiveness Assessment Tool**

(used to assess the specific target market, rather than the broader industry, you plan to enter)

	Low Potential	Moderate Potential	High Potential
Number of competitors in target market	Many	Few	None
2. Growth rate of firms in the target market	Little to no growth	Slow growth	Rapid growth
3. Average net income for firms in the target market	Low	Medium	High

		Low Potential	Moderate Potential	High Potential
4.	Methods for generating revenue in the industry	Unclear	Somewhat clear	Clear
5.	Ability to create "barriers to entry" for potential competitors	Unable to create	May or may not be able to create	Can create
6.	Degree to which customers feel satisfied by the current offerings in the target market	Satisfied	Neither satisfied or dissatisfied	Unsatisfied
7.	Potential to employ low cost guerrilla and/or buzz marketing techniques to promote the firm's product or services	Low	Moderate	High
8.	Excitement surrounding new product/service offerings in the target market	Low	Medium	High

# **Market Timeliness**

# **Market Timeliness Assessment Tool**

	Low Potential	Moderate Potential	High Potential
Buying mood of customers	Customers are not in a buying mood	Customers are in a moderate buying mood	Customers are in an aggressive buying mood
2. Momentum of the market	Stable to losing momentum	Slowly gaining momentum	Rapidly gaining momentum
3. Need for a new firm in the market with your offerings or geographic location	Low	Moderate	High
4. Extent to which business and environmental trends are moving in favor of the target market	Low	Medium	High
5. Recent or planned entrance of large firms into the market	Large firms entering the market	Rumors that large firms may be entering the market	No larger firms entered the market or are rumored to be entering the market

# Conclusion

# A. Industry attractiveness

The App Revolution came to existence in the  $21^{st}$  century. The growing demand for making apps for various different issues are rising day by day. The industry has a very large scope and a large market share in coming years.

# B. Target market attractiveness

We plan to target NIIT University as our market.

## C. Market timeliness

The current market scenario has great opportunities. Anytime this year would be the right time to enter the market as our market is restricted to only NIIT University.

### D. Industry/market feasibility:

Not Feasible Unsure Feasible

### E. Suggestions for improving industry/market feasibility

Work according to customer needs and demands.

# PART 3: ORGANIZATIONAL FEASIBILITY ISSUES ADDRESSED IN THIS PART

- A. Management prowess
- B. Resource sufficiency

## **ASSESSMENT TOOLS**

# **Management Prowess**

# **Management Prowess Assessment Tool**

	Low Potential	Moderate Potential	High Potential
1. Passion for the business idea	Low	Moderate	High
2. Relevant industry experience	None	Moderate	Extensive
3. Prior entrepreneurial experience	None	Moderate	Extensive
4. Depth of professional and social networks	Weak	Moderate	Strong
5. Creativity among management team members	t Low	Moderate	High
6. Experience and expertise in cash flow management	None	Moderate	High
7. College graduate	No college education	Some college education but not currently in college	Graduated or are currently in college

# **Resource Sufficiency**

An explanation of the rating system used in the first portion of the table is as follows:

- ① Available
- ② Likely to be available: will probably be available and will be within my budget
- ③ Unlikely to be available: will probably be hard to find or gain access to, and may exceed my budget
- 4 Unavailable
- © NA: not applicable for my business

# **Resource Sufficiency Assessment Tool**

Ratings					Resource Sufficiency
①	@	3	(4)	(5)	Office space

①	2	3	4	(3)	Lab space, manufacturing space, or space to launch a service business
1	2	3	4	(3)	Contract manufacturers or outsource providers
1	2	3	4	(5)	Key management employees (now and in the future)
1	2	3	4	(5)	Key support personnel (now and in the future)
1	2	3	4	(3)	Key equipment needed to operate the business (computers, machinery, delivery vehicles)
1	2	3	4	(5)	Ability to obtain intellectual property protection on key aspects of the business
1	2	3	4	(5)	Support of local and state government if applicable for business launch
①	2	3	4	(3)	Ability to form favorable business partnerships
	ings: Veak	Stron	g, Ne	utral,	Proximity to similar firms (for the purpose of knowledge sharing)
					Proximity to suppliers
					Proximity to customers
					Proximity to a major research university (if applicable)

### Conclusion

### A. Management prowess

The expertise in management will come in different stages of working. We will have to ensure that our services do not create any dissatisfaction and our team should be capable to handle any circumstances. As we move on to work on our idea, we will eventually gain expertise in different areas.

### **B.** Resource sufficiency

With proper investment we can have enough resources for sufficiently managing the business and work efficiently. There are enough resources available for proper implementation of our business idea.

# C. Organizational feasibility:

Not Feasible Unsure Feasible

### D. Suggestions for improving organizational feasibility

Proper management of operations and customer support will be crucial. Maintaining a proper and clean structure of the organization. Have good partnership with logistic companies.

### **PART 4: FINANCIAL FEASIBILITY**

ISSUES ADDRESSED IN THIS PART

- A. Total startup cash needed
- B. Financial performance of similar businesses
- C. Overall financial attractiveness of the proposed venture

**ASSESSMENT TOOLS** 

**Total Start-up Cash Needed** 

**Total Startup Cash Needed (to Make First Sale)** 

Capital Investments Amount

Property	None Since it's a mobile Application
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Furniture and fixtures None

Computer equipment Android Device, Server (Rs. 50,000)

Other equipment None Vehicles None

Operating Expenses	Amount		
Legal, accounting, and professional services	1,50,000		
Advertising and promotions	50,000		
Deposits for utilities	1,00,000		
Licenses and permits	1,00,000		
Prepaid insurance	0		
Lease payments	0		
Salary and wages	0		
Payroll taxes	As per the Regulations, still assuming 50,000		
Travel	30,000		
Signs			
Tools and supplies	0		
Starting inventory	0		
Cash (working capital)	0		
Other expense 1	0		
Other expense 2	2,00,000(In case if required)		
Total Startup Cash Needed =	7,80,000		

# **Comparison of the Financial Performance of Proposed Venture to Similar Firms**

# Comparison of the Financial Performance of Proposed Venture to Similar Firms Assessment Tool

Swiggy, Source: <a href="https://www.tofler.in/blog/indian-start-up-financials-reports-revenue-loss/swiggy-fy-14-15-revenue-at-inr-11-6-lacs-losses-at-inr-2-1-crores-tofler-curiosityisgood/">https://www.tofler.in/blog/indian-start-up-financials-reports-revenue-loss/swiggy-fy-14-15-revenue-at-inr-11-6-lacs-losses-at-inr-2-1-crores-tofler-curiosityisgood/</a>

			Net Income
Estimate of Propose	ed Venture's		Explanation of How the Estimate
Net Income—Year	!		Was Computed
Estimate of Year	1 Net Income		Rs11.59 lakh
Summary: How p		ncome, on average, ircle one)	
Below Average	Average	Above Average	
Estimate of Year	2 Net Income	2	Rs23.59 crore
Summary: How p	-	ncome, on average, ircle one)	
Below Average	Average	Above Average	

# **Overall Financial Attractiveness of the Proposed Venture**

### **Overall Financial Attractiveness of Proposed Venture Assessment Tool**

	Low Potential	Moderate Potential	High Potential
1. Steady and rapid growth in sales during the first one to three years in a clearly defined target market	Unlikely	Moderately likely	Highly likely

2. High percentage of recurring income—meaning that once you win a client, the client will provide recurring sources of revenue	Low	Moderate	Strong
3. Ability to forecast income and expenses with a reasonable degree of Certainty	Weak	Moderate	Strong
4. Likelihood that internally generated funds will be available within two years to finance growth	Unlikely	Moderately likely	Highly likely
5. Availability of exit opportunity for investor if applicable	Unlikely to be unavailable	May be available	Likely to be available

# Conclusion

# A. Total startup cash needed

Although out startup concerns with the mobile application in NIIT University, which as such has no cash requirement, but in case if we indent to expand our business after successful establishment at NU, we approximately will need around 8 Lakhs to invest.

### B. Financial performance of similar businesses

Our competitors earn around 23 crore annually. But since our app is confined to the university premises, we are currently not focusing on earning this much.

# C. Financial feasibility:

Not Feasible Unsure Feasible

# D. Suggestions for improving financial feasibility

Earning the trust of consumers of NIIT University and making contacts as we increase our venture.

### **OVERALL FEASIBILITY: SUMMARY AND CONCLUSION**

	Overall Feasibility of the Business Idea Based on Each Part	Suggestions for Improving the Feasibility
Product/Market Feasibility	Feasible	Since we have no competitors, our App will gain market attraction at NU
Industry/Market Feasibility	Feasible	Work according to customer needs and demands will enhance Industry feasibility
Organizational Feasibility	Feasible	Proper management of operations and customer support will be crucial. Maintaining a proper and clean structure of the organization. Have good partnership with logistic companies.

Financial Feasibility Feasible Earning the trust of

consumers of NIIT University and making contacts as we increase our venture.

Overall Assessment Feasible The idea is feasible but if it is a

huge success at NU, then there is a possibility of expansion and

growth.

### Conclusion

The startup idea is one of its kind at NIIT University. Since there are a lot of advantages of using this application, one being hassle free and timely delivery of orders. The above analysis and consumers interest shows that this idea may go places. At the large scale launch of this product, there are already existing rivals, which additional features, which may be a hurdle to our startup. It will take some time for our business idea to establish, to gain customer's trust.