Technical Feasibility

Users' and Analysts' Familiarity with the Business Area

The business area is the distribution of tickets to events. The team members are familiar with this, as they have used applications that are similar to TicketBooth before, but they are not experts in it.

Technological Familiarity

To ensure portability, TicketBooth will be a web based application. TicketBooth will primarily be developed using:
1. HTML
2. CSS
3. JavaScript
4. Python
5. MySQL

The tools being used to prepare the documentation will be:
1. Lucidchart
2. Google Docs

To meet the project requirements, both functional and non-functional, TicketBooth will have a front-end written in HTML, CSS and JavaScript, with a back-end written in Python with a MySQL database. The majority of the team is already well-versed in front-end web development, as well as, connecting the front-end to the Python back-end using Flask. The team members are also already familiar with Google Docs. Lucidchart is a new software to the team members, but it is very intuitive and user friendly.

Project Size

The project shall take no more than 3 months, with 3 people working on it. TicketBooth will launch with about 10 key features. Unfortunately, the project will have to be built from scratch as the team members do not have access to a pre-existing system to modify because none of the team members have worked on a ticket management application before.

Conclusion

Considering the level of familiarity that the team has with the technologies being used to develop this software and its size with its relatively straightforward features, the project is technically feasible. The only major risk comes from the team's unfamiliarity with developing

ticket management systems, but the team is familiar with the tools being used to develop this system to counteract that risk.