Feasibility Report

IT-314 Software Engineering
Team 23

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Introduction

Project Overview

Our application intends to make the decision making process in our day-to-day life easier, by connecting our near and dear ones, who may be half a world away from us.

The site will make it easier for people who need help deciding some small little things or even some more serious ones! Not only a website but we also aim at making a mobile app that will help the user to make decisions on the go.

Project Scope

The application enables the user to clear his/her confusion on anything that (s)he can possible be stuck in and can be put up as a poll. The user will be able to upload images, code snippets, plain text, links, videos, i.e. most forms of data for comparison on which his/her friends will comment or vote.

The idea is for the user to be able to have his/her near and dear ones helping them in there difficult decisions. The target user base is the users of Facebook who feel the need to have their close friends even when they are not near them. Currently, our target is Facebook users only. In future we may expand this scope.

Dependencies

Technical

We plan to build a web API for voting. This will used as a backend for our application. The API will allow any developer to set up voting systems on their websites, or even build desktop application with this backend. This API will be written in Javascript. Since we are still to complete the system design, we are yet to decide on a databse system to be used in the API. MySQL or MongoDB will be our database system of choice.

The server side programming for the website will be done in PHP. The front end will be done using HTML, CSS and Javascript.

Hence the app will run in any javascript enabled browser.

For the mobile platform, we plan to make an android app and may be one other cross platform app. Hence the user should have a smartphone with the platform for the app to use our service on the go.

The developers and designers will be free to use any of the following IDEs, KDevelop, Eclipse or even Vim. Our version control system is 'git' and all the code will be hosted on http://www.github.com.

During the building of the software we will be hosting the site on a temporary server which would limit the storage space for the data.

Non-Technical

The user needs to have a Facebook log in ID. That's all the app needs as of now.

Feasibilities

Operational

Since we first plan to build an API for voting, this can be used for other applications, be it a web based application or a desktop application that can make API calls.

Our website has numerous uses to any user who can upload images or any other kind of data he wants to be voted.

Technical

The team consists of UI designers and developers. Some of us are learning PHP or Javascript as needed. Hence for the development phase, the project is executable.

Economical

We will use amazon's server for hosting and college LAN for testing. The server will be free for a year though with limited resources.

The source code will be hosted on github which is a free service for hosting open source projects. The whole team will collaborate on github itself.

Hence, during the development phase there should be no extra expenditures.

Social

The application is designed keeping the current trend of social networking in mind. Hence it is socially viable.

Legal

All the code will be open source and written entirely by the team.

Risk Management

We have team members skilled in HTML/CSS, Javascript, php and android development. However, some team members need to learn the required technologies. While we are designing the

system and working on the UI, they are preparing themselves for the role they will play in the project. Hence, by the time we start the development the team will be prepared with the required skills.

The members who know the use of git will help the rest to learn it.

We intend to implement an algorithm for recommendations generation. However, it might be very difficult to test this during the project time span as we may not have enough data to test it with. Therefore this section of the project is tentative.

Deliverables
Project Deliverables

The project deliverables will be:

- Project proposal
- Feasibility report
- Project plan
- SRS
- Product
- User Manual
- Quality Assurance
- Risk Management
- Design documents
- Test Cases
- Test Reports

Product Deliverables

- A web API for voting
- A website for creating, answering and browsing through polls.
- An android app for the service