

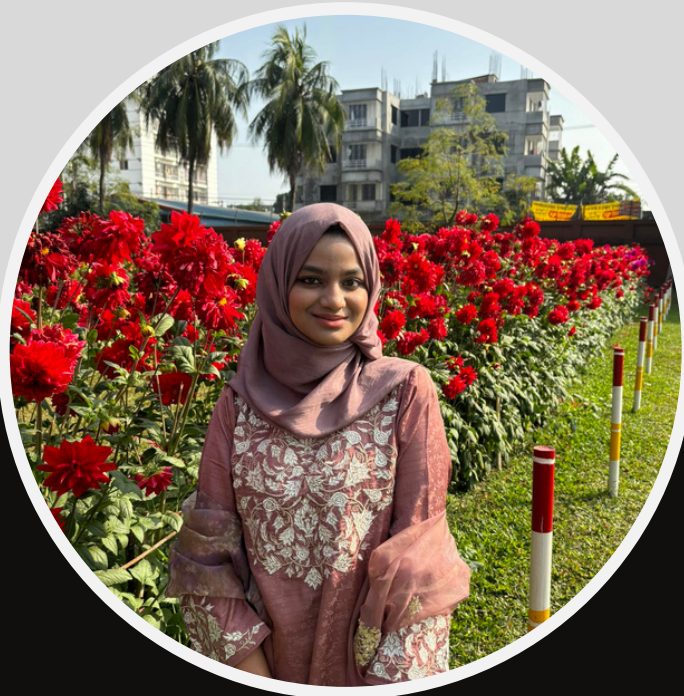


FEASIBILITY ANALYSIS

PRESENTED BY TEAM SHAHI ✨



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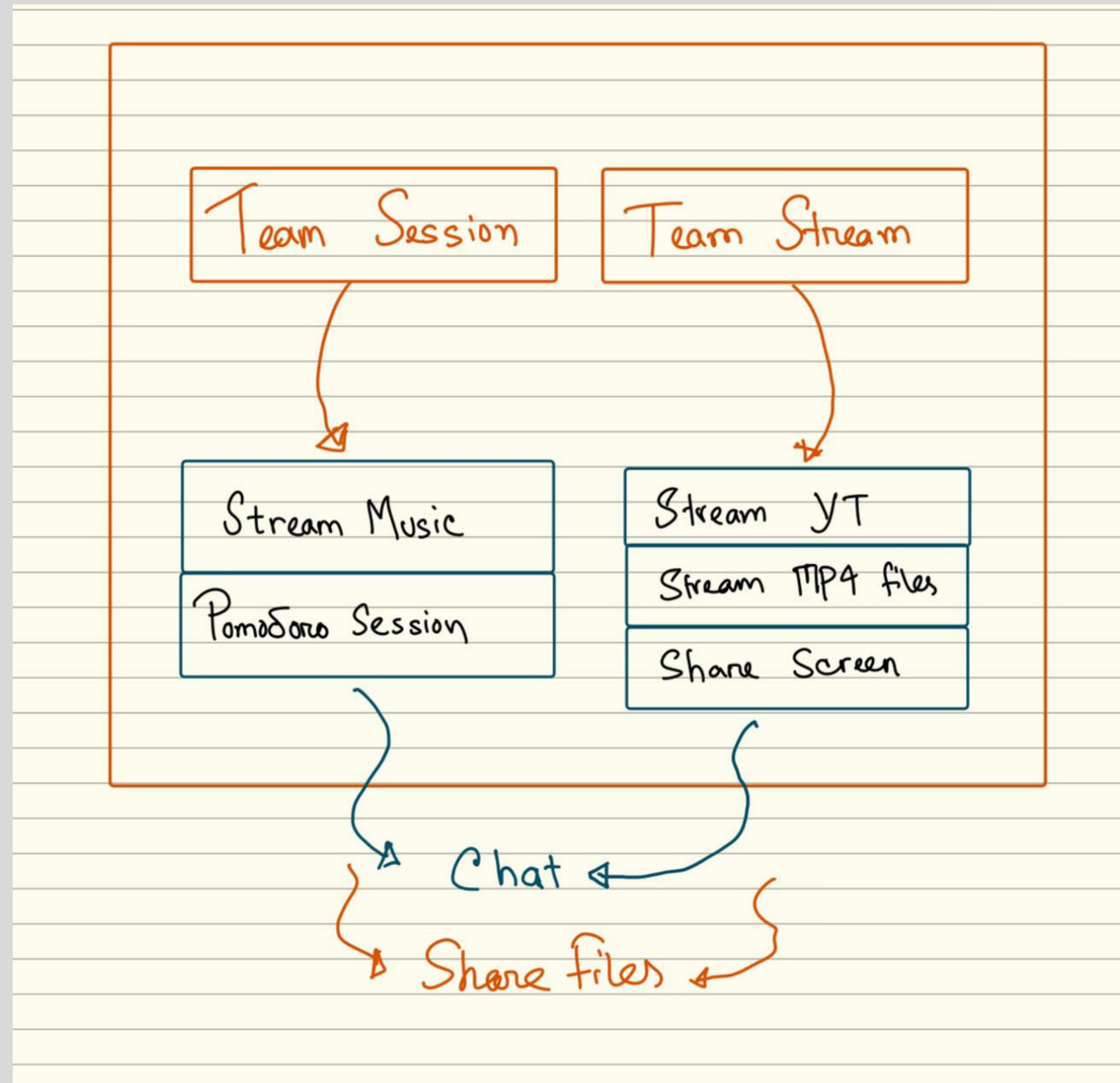
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PROJECT OVERVIEW



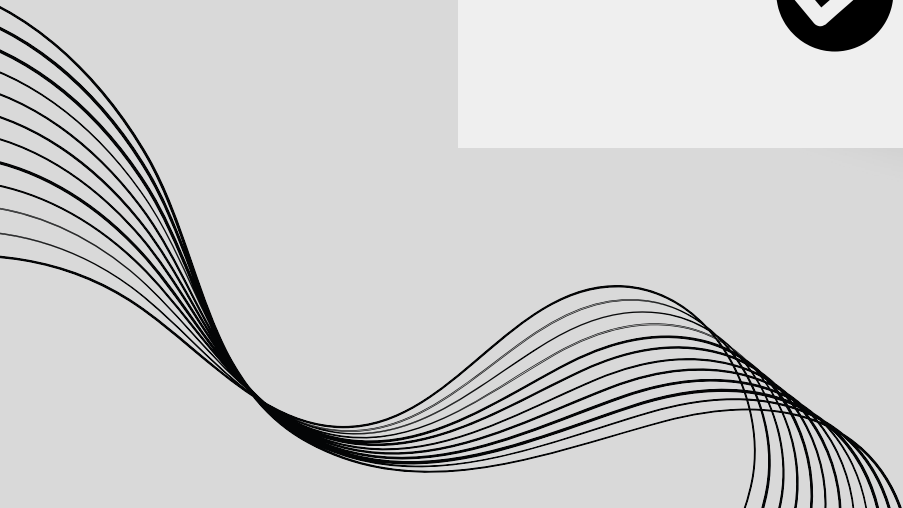
PROJECT OVERVIEW



Integrate structured team sessions, efficient communication options, personalized music streaming, and a dedicated space for multimedia collaboration.



we aim to enhance team productivity, foster engaging communication, and promote a healthier work-life balance.



KEY FEATURES

- 01** Team work sessions
- 02** User friendly communication system
- 03** Stream Youtube, Music, mp3 and mp4 files
- 04** Convenient resource sharing system.

TECHNICAL FEASIBILITY

01 Software and Hardware requirements for STREAMon

- **Backend Development:** JavaScript Node.js with Express.js
- **Frontend Development:** HTML with tailwind CSS
- **Database Management:** NoSQL database like MongoDB
- **Real-Time Communication:** Websockets or the Socket.io library
- **Collaboration Tools:** APIs for collaboration and resource sharing.
- **Development Tools:** IntelliJ IDE and version control system like Git.
- **Hardware:** Use well-equipped computers and cloud hosting systems to host our web application.

TECHNICAL FEASIBILITY

02 Infrastructure Constraints

- **Hardware:** Well-equipped computers
- **Hosting:** Cloud hosting systems (e.g., AWS, GCP)
- **Internet Connectivity:** Reliable internet connection
- **Cost:** Consideration of budget constraints

TECHNICAL FEASIBILITY

03 Complexity and Risks

- Implementing real-time audio and video synchronization.
- Maintaining states (pause, play and seek)
- Clock synchronization (users and servers)
- Even a slightest delay (e.g. 1s-2s) in video and audio playback can hamper user experience.
- Compliance with data protection laws, copyright regulations, and licensing agreements.

OPERATIONAL FEASIBILITY

01 Improvements expected from STREAMon

- Synchronized video watching from YouTube and devices would improve the user experience by allowing seamless coordination among users.
- File sharing in the chat would enhance collaboration and information sharing among users.
- Integration of a Pomodoro timer would promote productivity and time management while watching videos

OPERATIONAL FEASIBILITY

02 Adequate throughput and response time

- Twoseven and Cuckoo likely operate on more robust and dedicated server infrastructure, allowing higher throughput
- As our budget is low and we are using cloud-hosted website, this may experience lower throughput due to shared resources and potentially limited scalability.
- Limited server resources may lead to reduced data transfer rates, impacting the overall throughput and response time of our website compared to dedicated platforms like Twoseven and Cuckoo.

OPERATIONAL FEASIBILITY

03 Making information available and ease of use

- The system should efficiently handle data exchange between users, ensuring that shared files and chat messages are promptly accessible unless they end the watch party
- The user interface should be intuitive and user-friendly, minimizing the learning curve for users.

OPERATIONAL FEASIBILITY

04 Moreover...

- Our system would facilitate timely sharing of information (videos, files, messages) among users, ensuring accuracy and relevance to the context of video watching and collaboration.
- The desire for synchronized video watching in a productive context is prevalent across various domains like education, remote work, and entertainment, so it has a widespread usage.
- With effective marketing, user-friendly design, and continuous improvements, the chances of low usage are minimal.

ECONOMIC FEASIBILITY

Tangible Costs

Category	Estimated Cost (BDT)
Development Cost	
-Coding, Design and Testing	Free
Infrastructure Expenses	
-Hosting and Server Cost	50,000 - 4,00,000 / month
-Maintenance and Updates	10,000 - 2,00,000 / year
-Integration and Compatibility	Yet to be analysed
-Global Economic Factors	10,000 - 2,00,000 / year

Intangible Costs

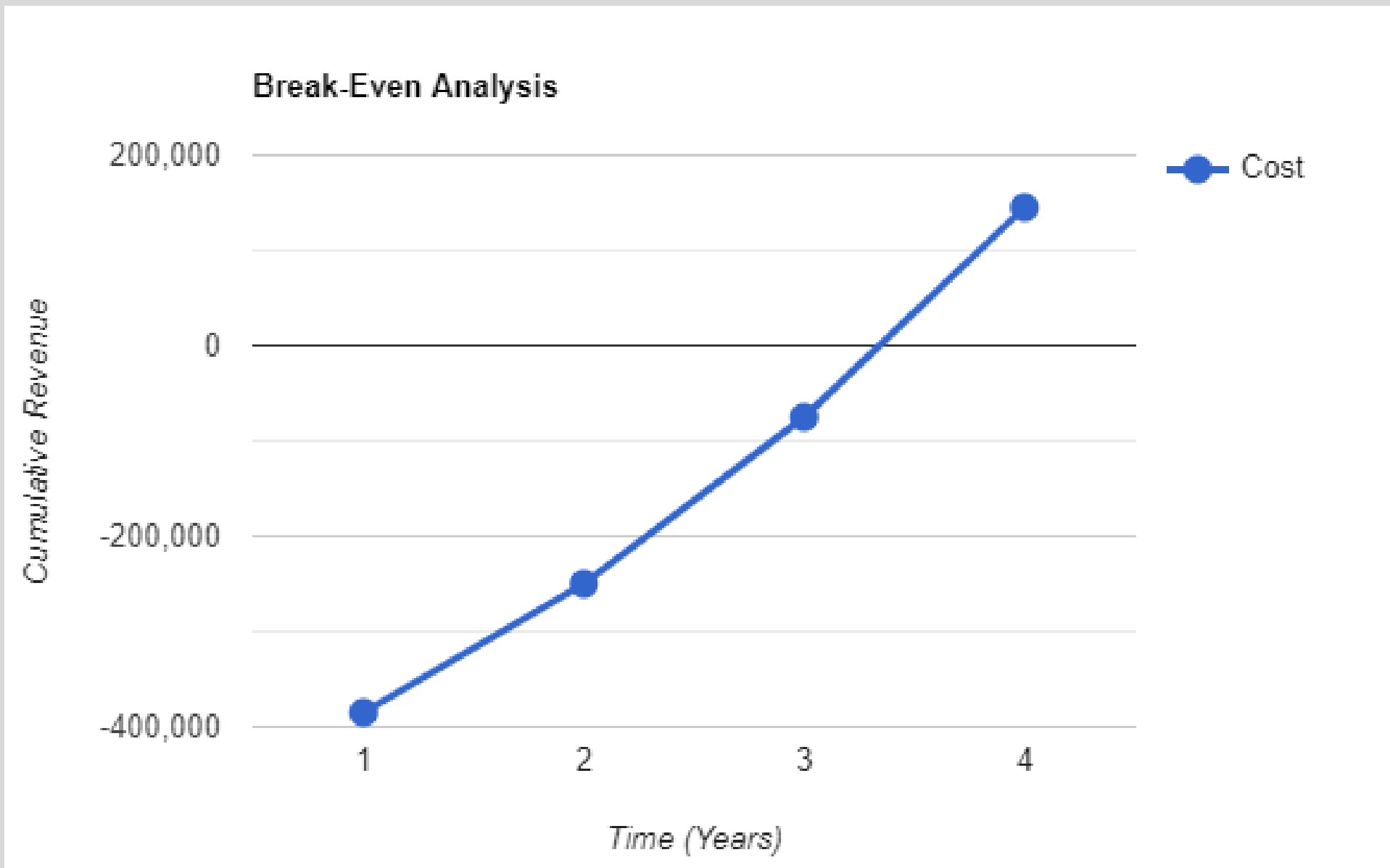
Category	Estimated Cost (BDT)
Infrastructure Expenses	
-Scalability Considerations	10,000 - 10,00,000
-Market Research and Analysis	10,000 - 1,00,000
-Marketing and Promotion	10,000 - 3,00,000
-Analyses Models	10,000 - 1,00,000
-Contingency (10-20% of total)	50,000 - 5,00,000
-Total Estimated Budget	3,00,000 - 30,00,000

ROI ANALYSIS

- **Advertisements:**
Expected monthly revenue: 5,000
Monthly growth rate: 5%
- **Subscriptions:**
Expected monthly revenue: 5,000
Monthly growth rate: 4%
- **Sponsorships:**
Expected monthly revenue: 4,000
Monthly growth rate: 3%

Year	Revenue (Approx.)	Expenses	Annual Profit/Loss	Cumulative Profit/Loss
1	2,15,000	6,00,000	-3,85,000	-3,85,000
2	2,40,000	1,00,000	1,40,000	-2,45,000
3	2,70,000	1,00,000	1,70,000	-75,000
4	3,10,000	1,00,000	2,10,000	1,35,000

BREAK-EVEN ANALYSIS



Expected break-even point to be reached before the beginning of the fourth year



**THANK
YOU**

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