E-Gram Seva

Feasibility Report v1.0

Team 22
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REVISION HISTORY

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1. Project Description

We are developing a web-based application intended mainly for the rural population to keep them updated about the information concerned with them, primarily agriculture. Through the sms updates, we will provide them with the information like the prices of grains, the duration of electricity and water supply, weather forecasts and the policies regarding canal diversions.
Since villagers hardly have internet connection, we plan to send these updates to their mobile phones, which, as per what we noticed, has become common among villagers too.
We also aim to work on the support service of our project, wherein users can send their queries through their mobile phone and our software sends the relevant information as the reply.

2. Ideas

The other ideas that we had are:

2.1 Online bidding system

The idea was to create a portal where people can put items under varied categories on auction.
Since there are already other well-established websites like ebay and there were not many additional features to add, we rejected the idea.

2.2 Cashless café

The idea was to eliminate the use of paper currency for buying means in the cafeteria. Each student will be provided a personal card with some credit. Payment can be paid by swiping the card on the suitable hardware setup at each counter.
It was rejected because it involved a lot of hardware support which was being expensive for our project.

2.3 Recommender System

The idea was to create a portal which can suggest books, movies, dining options etc based on the person's social network account.
We rejected it on the basis of lack of up-to-date information available on the social networking account of the user.

3. Loopholes in the Present System

- The middlemen often cheat the farmers because the farmers might be ignorant about the fluctuating prices and the market trends.
- The NGOs may prove inefficient to keep the farmers updated on a regular basis.
- As found out during the interaction with the villagers, there is a lack of judicious use of water and electricity resources due to no prior knowledge of schedules.

4. Feasibility

4.1 Technical

We require information to be sent as SMS updates which can be sent to the user's mobile through sms gateways, the integration of which can be done. For the website, we require PHP and WAMP server. Back-end database will require database management which will be done using MySQL. The knowledge of above is possessed by at least one of the team members.

4.2 Economic

TIME-BASED: For this project total person-hour required according to our estimation is around 4 hours per week. Since we have 9 members in our team, it amounts to a total of 36 hours/week.

COST-BASED: All the members of our group possess laptops. Other hardware which might be required for attaching a sim to the PC is not very expensive and can be bought by the team in contribution.

4.3 Social

Agriculture is the primary occupation of the Indian rural occupation and accounts for a major portion of the revenues. This software empowers the farmers but also will help in making agriculture more efficient.
Since, today, mobile phones are commonplace in the villages also, farmers can easily get access to our service. Also, as observed during our interaction with the villagers, they were keen about such a facility. Hence, we anticipate the acceptance of this service in the villages.

5. Team Capabilities

This is the first time most of our team members are developing a software but they are keen to learn and work through the project lifecycle. Mostly required tools and techniques like MySQL, WAMP server, PHP, Java and C are known to at least one of the group members. They are eager to learn and explore the new things. All of the team members are experienced in team work from previous projects.