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**Grape**

**Feasibility Analysis Report**

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**Abstract**

When it comes to a situation when a meeting or a class is held, we seem to be accustomed with being a listener or even an outsider. That is unsatisfying for both the leaders and members. Leaders want more interaction with the participant, while the members are some trouble catching what the leaders are heading for.

That is where we are in. We are trying to set up a platform where leaders and members can communicate and discuss freely. Outlining, voting and discussing will be three main functions we provide.

This document aims to analyze the feasibility of this proposed system in multifarious point of views.

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# 3. Existing system analysis

## 3.1. Introduction

In this section, we will focus on several systems that provide part of the functions in ours. And we will have a closer look into them and explain the reason why they are not what we are looking for.

## 3.2. Existing system

In this part we will have a look at all kinds of systems that provide one or more same functions as ours do. Mainly we will focus on those which can:

1. Raise a vote(quick vote or ordinary vote)
2. Discuss in groups.
3. Share a file or document.
4. Summarize a discussion or class and get some feedbacks.
5. Provide a convenience access to the system.

### 3.2.1. QQ

QQ is a multifunctional social system that covers most of the functions above. So we will compare QQ with our system, judging by factors listed above one by one.

For raising a vote, QQ doesn’t perform well for the following reasons. Firstly, You should create a QQ群 if you want to raise a vote. A group discussion, with a more convenient access to create, however, does not provide such service. This means you should pay much time on creating a QQ群 before you can raise a vote, which is not what we expected. Moreover, a vote in a QQ群 does not provides a clear view about whether a member has voted or not. Besides, vote in QQ does not support large-scaled vote like a democracy note in a department.

For group discussing, QQ provides a free environment for everyone to chat freely. This may be not what a group leader has expected. Freely chat will lead to chaos and turn a discussion into a chat. What’s worse, when several topics is discussed together, one can hardly point out which topic a message is for. This will cause collisions between topics and bring confusions to all the members.

For the third factor, QQ does well in providing file transporting service. This includes uploading, saving files in server, and downloading. Yet this is also not so perfect because everyone can upload a file. This kind of over-convenience will lead to piles of spam files, for there is no ask for permissions to group leaders.

For the last factor, QQ does not provide any similar functions, making summary after a meeting or a class impossible. Of course a leader can upload an outline as a file, and ask for a feedback as a discussion. Yet such information will soon be flushed away by loads of spam information.

In conclusion, QQ provides a reliable service in sharing files, but its drawbacks are also apparent. The freedom it provides causes big troubles in finding useful information. Unfortunately, such cases are common while using QQ, which will easily turn a discussing group into a chatting room, or a sharing platform into a messy net disk. All in all, QQ is not for formal or semi-formal discussion, but just for chatting.

### 3.2.2. Clicker

A clicker is a terminal device that can send signals to a certain receiver. The receiver, usually a computer, can then display the result on the screen. Unlike QQ, which has a vast variety of different functions, the only function of this system is voting.

Clicker performs well in group discussions, for it can display the voting process during voting and the result after the voting is over. This means that a leader can have an instant view on the voting process. With a Clicker, a vote can become more 直观. The terminal device, however, is so simple that it can provide choices only from 0 to 9. The voting process is strictly restricted due to this monotony. Moreover, the system can only support quick votes, like a little question in a class, or a decision on a meeting. Such system is also not proper for

However, the use of such system is also strictly restricted. Firstly, it does not provide any other additional functions, making it hard to be widely spread. Besides, the system relies on the terminal device to work, while the terminal device is easy to be forgotten or lost. In this case, the function of this system will be badly damaged. This is definitely what we do not want to see. What we need is a system with a higher reliability, at least everyone can access to this system regardless of place and condition.

Thus, clicker is clearly not a system we expected. Though it performs well in voting, it does not provide any other alternative functions. Depending largely on hardware, it is low in poor in extensibility. Such restrictions make clicker less satisfying.

# 4. Proposed System

## 4.1 Introduction to the Proposed System

### 4.1.1 Task Flow

We will use Flask(A microframework for Python based on Werkzeug, Jinja 2 and good intentions.) as the web frame of our system,and MySQL as the database.

First we will build a website by flask,which means we will implement the combination of the front-end development and back-end one and integrate the database into the system simultaneously .Then we will try to accomplish the functions on PC and mobile platform using the same server so as to achieve cross-platform and gain more portability.

### 4.1.2 System Architecture

The architecture of our system is as follows:

#TODO

### 4.1.3 Principle Sketch

In our system, the user can either login by web browser or mobile APP since they share the same database. And by “post” method user can interact with the system to complete the operations he wants.

### 4.1.4 System Function

The functions we provided can be divided into two parts:

### 4.1.4.1 The operations on the user itself.

There are two type of users: normal user and admin.There are routine operations such as register,login,logout,edit profile,search other users and so on.And the admin on this basis can supervise any user,which means he can bereave somebody of posting for his vulgarity and delete a group for its illegal activities.

The user can create a group(he then becomes the leader).And then he can invite other users. Others can also apply for entering by searching group via ID.This leads to the next function about the group.

### 4.1.4.2 The operations of the group.

Thd concept of user group is one of the differences between our system and other existing systems that use IP address or dynamic password to identify one’s identity.The most essential function of a group is to raise a vote.The group leader can choose to start a quick-vote or attach some message to it such as class problem or background of the vote.The result of the vote will be displayed by one or a series of diagrams.Besides the leader can also put a bulletin to notify the users in his group or share some files with them,which is an important component of our system as well.

## 4.2 System Requirements.

Server:

Python 2.7

-Flask

-MySQLdb

MySQL.

Client:

Any platform that can visit webpage.

Android 3.3+

IOS 7+.

As you can see,the user of our system needn’t any extra equipment due to the portability and compaction of our system.

# 7. Other Social Factors

## 7.1 Discipline Based Factors

When this system first came up in our minds, we are quite excited about this idea. However, lately a concern about class discipline popped up in my mind. As we provide a convenient system for users, they are as well allowed to use smart phones in class or meeting. So what if the user (referring to students or meeting participants here) cannot help playing games or chatting after the vote?

Actually this problem is not so hard to be solved. First of all, a piece of fact should be observed that, as the swift development of the high-tech, smart phones are being closely connected to our daily life. It would be a trend to have smart phone as an aid to our tutorial class or meeting, which we should actively follow and accept this upcoming trend instead of being recalcitrant to resist it. Secondly, there comes another piece of surprising fact that, the real trigger of playing games in class is their wandering mind instead of the information we provide. The part of user who keep concentrated would not be disturbed by this study-aid app. So the responsibility to study is left to the students. Finally, if the leader does care users’ playing smart phones in class or meeting, we can provide a undisturbed option for leader to turn up. Then the user would not have access to any other apps.

## 7.2 Efficiency Based Factors

As for the efficiency, we should first consider a question: how to evaluate the system’s efficiency? Or how can we do goods to the user? After considering a wide range of factors, we conclude that the efficiency can be shown in several aspects including: the enhanced knowledge a member can get, the convincing feedbacks a leader can have access to and a deeper interaction between leaders and members.

# 8. Conclusion

In this document, we raise a discussion on the feasibility of our proposed system, which is an aid for class and conference. From our observation of the existed system, we discovered several inconveniences in it. That discovery led us to the requirement for a new system, which is the application we are building. After careful examination of the pros and cons of our proposed system, we can draw the conclusion that, our proposal is reasonable, feasible and of high benefit. This confirmation gives us the motivation to complete this software system. Here we come!