

Feasibility Study

Feasibility study is an important phase in software development process. It enables developers to have a clear picture of the product being developed in terms of outcomes of the product, operational requirements for implementing it, etc.

Various feasibility studies are:

- a) Economic Feasibility
- b) Operational Feasibility
- c) Technical Feasibility

a). Economic Feasibility

The proposed system is examined to be economically feasible as:

- It reduces processing time as compared to registering offline by visiting the college.
- Administration will be effective.
- User-friendly website.
- It helps to get good reach of audience by sharing website registration link.
- It provides less workload by providing a wide range of online payments other than by cash.

b). Operational Feasibility

It is a measure of how well a proposed system solves a problem in a scope definition.

The proposed system is examined to be operationally feasible as:

- It works 24/7 as it is an online website and produces efficient results in less response time.
- Provides users with accurate information.
- It is expandable and flexible.

c). Technical Feasibility

- Python is used as the backend technology to be used in the proposed system.
- Frontend – HML, CSS, JavaScript, json for responsive websites.

System Study

An online college competition management website is a process in which students from various colleges can register for competitions and programs conducted by a college, very efficiently in a real-time environment.

Fests, cultural and technical programs are a major part of colleges and so inter-college fests always require a highly responsive and user-friendly registration portal which provides students from different colleges to register easily for programs and participate.

Existing system:

An existing college competition management system just provides a portal to just register and participate in registered programs.

Proposed system:

The proposed system will provide:

- i. A registration portal with time-based and date-based registration limits.
- ii. A limit to the number of programs that can be registered by a student.
- iii. Coupon code availability on the basis of individual colleges to avail offers in registrations fees.
- iv. A platform for purchasing merchandises related to the fest that can be kept as souvenirs.
- v. An online games section that provides customized time slots for team players and provide announcements 15 mins prior to the start of the game.