Problem Statement: HOOF has fundamentally outdated technology setup that is highly decentralized. This presents several problems to the organization and complicates operations in their current setup. There are several key issues outlined below.

The first key problem is the lack of a central storage of information. All data files are stored in a decentralized manner on personal devices of the organization's volunteers and board. In addition, volunteers rely on personal software to use these files. This creates several issues, mainly that the files are easily lost with personal device failure. The issue also exists that not all of the organization's members will have the same software packages, so there may be version issues or lack of software required for documents. A last issue because of this is that with the loss of employees, information and the programs and ability to use this information could be lost. The expected solution would be a centralized database holding the important information with the use of apps that pull data from it. This will allow data to be consistent and less reliant on the board's personal devices.

The next key problem that exists in the organization is related, the issue that there are no backups for the data that exists. If a member's device fails, the information they have could be lost permanently. Even in the case of centralizing the information, data backups are necessary as a contingency for emergency issues. As all budget statements of the organization are kept in an excel sheet, this is example of the lack of backups, and how much would be lost for the organization if an issue emerged. This organizational chaos must be avoided to ensure the business is able to efficiently continue. To do this, the centralized server previously mentioned will regularly backed up to an online cloud storage to facilitate data integrity.

Within the organization, there is also a lack of ability to keep up with the children who were involved in the program, to follow up to assess the program's success with the youths. The lack of a such a system makes measuring the program's effectiveness difficult, since the outcomes for these children are impossible to follow. It also negates the ability to gain personal testimony, which could be used to give more credibility to the program. Also, without continued following feedback will be impossible to obtain. The last issue resulting from this problem is that statistics on their riders are impossible to collect, which can be necessary for making business and program decision for the organization. The database design the organization will implement and give the organization the setup to keep track of the children much more easily in a central location.

Each of these items will bring significant value to HOOF. Financial statements will be less volatile, giving HOOF less worry about losing its valuable records. Personal devices are much more prone to accidents than an organization's server. By removing reliance on personal devices for information, the organization will become more accident proof, ensuring security of financial records. These records can be crucial, for managing operational expenses and in case of audit. Keeping these records safe is important to any business in the long run.

The feasibility for this project will consist of several major elements. The technological, economical, and organizational. Each of these will have to be analyzed related to HOOF in a variety of ways.

Technological feasibility will mostly be measured in compatibility. All required systems will need to be able to work with each other as well as be compatible with existing HOOF data. In addition, all systems will need to be compatible with the variety of personal devices that HOOF volunteers will be using inside of their organization.

The economic analysis will be based off of two primary models. The first is a net present value analysis, which will tie into a cost benefit analysis. This will be measured with costs and revenues caused by project implementation measured over 5 years to give a baseline of how these systems will impact HOOF going forward.

The organizational is ensuring that all implemented systems are designed in a way such that it will be possible for the volunteer staff to use and maintain them with as little outside IT coordination needed as possible after implementation. It will also be measured through ease of training, as HOOF volunteers cycle in and out and as new members enter they should be able to be integrated to the system with as little training time as possible to keep the organization running smoothly.