**Team 3 Feasibility Study**  
  
 Is this plan technically feasible?  
  
Yes, the project is to make an executable that lets you play Checkers locally, or against a bot with three levels of difficulty, it is entirely feasible.

Is this plan legal?

Yes, checkers isn’t a copyrighted game. Also, if we add music later on we’ll be using royalty free music.

Is this plan operationally feasible?

Yes, completely. This could definitely be done by a slightly smaller team, so having an extra two members should make this easy without making a “too many chefs” situation.

Is this plan feasible within a reasonable period of time?

Yes, we chose checkers because it can definitely be completed within the 8 week period of this class

Is this plan economically feasible? Finally, we reach the most obvious of the feasibility questions. This is where you will assess whether or not this project will provide the supposed value needed to justify its cost. You can assess this area of feasibility based on several different factors, including:

* + Projected profitability
  + The total cost of completion
  + Estimated investment by outside parties

Yes? The project is using free resources, and we aren’t planning on making a monetary profit off of this project. It’s just to test our skills at working on a group project.

Can the system be implemented within the schedule and budget using current technology?

I feel as if this question is redundant, but yes it can be fully implemented.

Can the system be integrated with other systems that are used?

Yes, it should be able to be run on any modern computer, but we will put the requirements as Windows only for certainty .