Technical Feasibility:

1. Project Size:

   a. 3 persons for approximately 16 weeks of building and 3 months of
      maintenance.

2. Familiarity with technology:

   a. Programming Languages: Flutter, Dart

   b. Database Management Systems: Google Firebase

   c. Designing Software: Adobe Suite, Figma

   Most team members are familiar with the design software but Google Firebase

   and Flutter are still very new to some.

3. Users' and analysts' familiarity with the business area:

   The business area for this project is app development for general public use.
   Many of the team members have experience with doing this but are not
   experts.

4. Conclusion:

   a. The risk in this stage is high due to the team's familiarity with the
      technology and time constraint for building.

Economic Feasibility:

Costs	Month 1	Month 2	Month 3	Month 4	Month 5	Month 6	Month 7	Total
Salaries	300	300	300	300	0	0	0	**1200**
Design Software (Adobe Suite monthly charge)	0	80	0	0	0	0	0	**80**
Hosting (Google Play Store, App Store, one-time fee)	0	0	0	500	0	0	0	**500**
Total Costs	**300**	**380**	**300**	**800**	**0**	**0**	**0**	**1780**
Benefits								
# of members joined	0	0	0	0	1000	2000	3000	**6000**
Advertisement revenue	0	0	0	0	200	400	600	**1200**
Total Benefits	**0**	**0**	**0**	**0**	**1200**	**2400**	**3600**	**7200**
Net Cash Flow	(300)	(380)	(300)	(800)	1200	2400	3600	**5420**
Cumulative Net Cash Flow	(300)	(680)	(980)	(1780)	(580)	1820	5420	**10840**

H/W and S/W correspond to Hardware and Software respectively
Prices quoted in Dhs

◊ The return on Investment (ROI)

ROI = (Total Benefits - Total Costs)/Total Costs
= (7200-1780/1780
= 3%

◊ The break – even point (BEP)

BEP= (period.net cash flow ‒ Cumulative net cash flow)/ Period. Net cash flow
= (2400– 1820)/2400
= 0.24
= 24%

The ROI is reasonable for a small project done by a small amateur group and the BEP is manageable hence the risk for this project is somewhat low.