**GROUP 1 Feasibility Document**

**The client’s problem:**

The client’s current system is aimed at high-school students.

The current system utilises a paper-based system. In 2019, most high-school students prefer to use digital systems over use paper-based.

**The expected solution proposed by the client includes:**

• An Android and IOS mobile application (Containing all features)

• And a Web Application (For admin purposes)

**Operational Feasibility**:

Will the system undertaken solve the problem(s) which exist in the company/ NGO/ NPO?

The software applications that we will be developing will solve the client’s needs/problem by allowing students to use a digitized version of the current system. All student data will be stored in a database and analytical information will be displayed to the client via the web application.

Will it be possible to complete the project in the given timeframe?

We have researched the client’s needs and encountered the following problems relating to completion of the project within the given timeframe:

A cross-platform mobile application (both Android and IOS support) will take too much time to develop (given the timeframe and limited resources available).

The mobile app (proposed by the client) also has many features and it may not be possible to incorporate all these into the final solution due to the time constraint that we are under.

**Our solution for these constraints:**

We propose that only one mobile application be developed (either Android or IOS). We will attempt to add as much functionality as we can into the final solution and we will be in constant communication with the client to notify her about the progress we are making.

**Technical Feasibility:**

The IOS application poses the following technical feasibility issues:

* No members of our group have worked with IOS mobile application development before.
* IOS apps take very long to deploy after development (It takes an average of 3 weeks to get approved before being available on the app store). This will not allow us to complete the app within the given timeframe.
* There is a $299 (~R4300) per annum fee for launching a new IOS app (for a company) on the app store.
* To use a new IDE and develop an app for IOS is not feasible considering the time constraint of approximately 9 weeks.

**Our solution for these constraints:**

We propose that the IOS app is not developed for the first iteration phase of this project. We will however be using a software construction and development approach that will support IOS implementation in the future. This means that the IOS app can easily be added in the future if further time and resources become available.

**Economic Feasibility:**

Is the anticipated value of the benefits greater than projected costs of development?

Yes, the costs of the client’s proposed solution are greater that the proposed costs of development.

Our solution: We will implement all the features that we can (given the time and budget constraints that we are under).

There is a once-off $25 (~R360) fee for uploading an app to the Google Play store.