**GNG2101**

Deliverable C3: Feasibility Study

Submitted by Team A12

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# 1. Introduction

Designing a product is not all that comes with putting a product on the market. Before moving onto the first prototype stage, the team will first have to assess the feasibility of the product by discussing the uncertainties and risks associated with the project. It will then move on to further assess the project by using the five Telos factors to take all the project’s relevant factors into account including technical, economic, legal, operational, and scheduling considerations. By the end of the report, the team will have a good understanding of the project’s shortcomings.

# 2. Uncertainties and Risks

This product concept is relatively low risk because it is low cost and does not put anyone’s physical health at risk. The main uncertainty is if the app does not function properly as the team intended or some of the more complex features are not implemented. The team has sufficient coding knowledge; however, the team will most likely have to research and learn more about the functionality needed for the complex aspect of the app. Therefore, these uncertainties are not a major concern.

# 3. Feasibility

The feasibility of the product concept will be analyzed using TELOS, which will address the technical aspect, economical aspect, legal aspect, operational aspect, and schedule aspect. The team has sufficient knowledge in app development as well as the ability to learn missing skills by conducting further research. The team also has immense knowledge with using apps and different interfaces to know which ones would be easy to learn and use. However, prototyping and obtaining client feedback will be conducted to ensure client satisfaction. The development of the app is low cost because it does not require any materials to be purchased and the app will run offline as the client has no internet connection while at work. This product concept is uniquely created by the team, therefore, there are no legal concerns regarding copyright and patents. There are no fees associated with releasing or continually operating the app on Android devices. In the event that the app cannot be released to the store, it can be distributed as an installable apk file independently. The team has three months to complete the app, this is a relatively short period of time; however, it is possible if the team plans and uses their time efficiently.

# 4. Conclusions

After finding uncertainties and risks and performing a feasibility study, we have determined that this is a low risk project. For the risks that we do have, we have steps in place to mitigate the issues caused.