

Feasibility Evidence Description (FED)

Master Pattern

(VC Package – Only Section 5 is filled out)



Team No. 1

Syed Adeel Ahmed
Bhuvan Deep Singh
Bishneet Singh
Tom Lubitz
Sundee Dugar Chandrakumar
Narsima Raju Dantuluri
Dustin Pierce Johnson (DEN)
Jeffery George (DEN)

Project Manager
Operational Concept Engineer
Planning and Control Engineer
Software Architect
Requirements Engineer
Operational Concept Engineer
Shaper
IIV & V

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Version History

Date	Author	Version	Changes made	Rationale
09/22/08	SAA	1.0	<ul style="list-style-type: none">Initial Draft	<ul style="list-style-type: none">Initial Draft having only risk assessment

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1. Introduction

1.1 Purpose of the FED Document

1.2 Status of the FED Document

2. Business Case Analysis

2.1 Cost Analysis

2.1.1 Personnel Costs

Table 1: Personnel Costs

Activities	Time Spent (Hours)

2.1.2 Hardware and Software Costs

Table 2: Hardware and Software Costs

Type	Cost	Rationale

2.2 Benefit Analysis

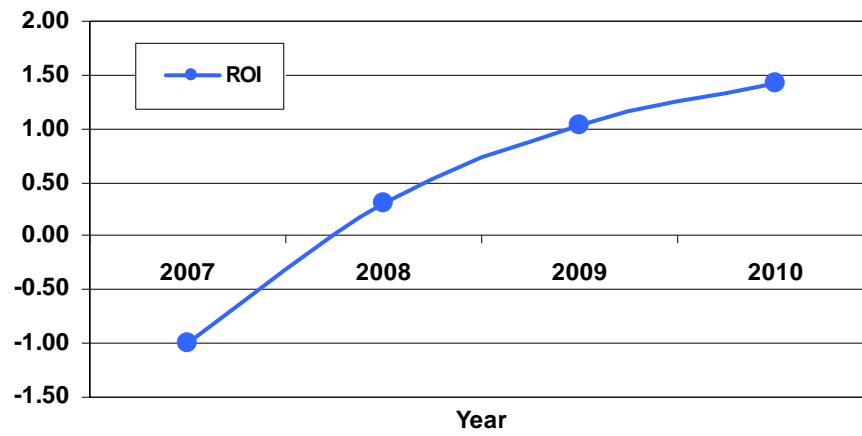
Table 3: Benefits of xxx System

Current activities & resources used	% Reduce	Time Saved (Hours/Year)
Total		

2.3 ROI Analysis

Table 4: ROI Analysis

Year	Cost	Benefit (Effort Saved)	Cumulative Cost	Cumulative Benefit	ROI

Figure 1: ROI Analysis Graph

3. Architecture Feasibility

3.1 Level of Service Feasibility

Table 5: Level of Service Feasibility

Level of Service Requirement	Product Satisfaction

3.2 Capability Feasibility

Table 6: Capability Requirements and Their Feasibility Evidence

Capability Requirement	Product Satisfaction

3.3 Evolutionary Feasibility

Table 7: Evolutionary Requirements and Their Feasibility Evidence

Evolutionary Requirement	Product Satisfaction

4. Process Feasibility

Table 8: Rationales for Selecting Architected Agile Model

Criteria	Rationales

Table 9: Requirement Prioritization (Must Have Only)

Priority	Requirements	References

5. Risk Assessment

Table 10: Risk Assessment

Risks	Risk Exposure			Risk Mitigations
	Potential Magnitude	Probability Loss	Risk Exposure	
1. User Interaction: Clothier is the primary user of the application and their input on how they want the application to be and how the UI should look like is important for the project. Most of the clothiers are spread around the country and it is difficult to get in touch with them.	6	6	40	<ul style="list-style-type: none"> - Setup some specific time and a conference call where we could talk with the different clothiers and discuss their expectations and requirements for the application. - The prototype could be forwarded to them and they can get back to us with their feedback. - We actually met with one of the clothiers last Thursday September 18, 2008.
2. Highly interactive user interface: The application is such that it would require the UI to be very interactive and user friendly. A lot of effort would be required to fulfill this requirement.	5	5	30	<ul style="list-style-type: none"> - Prototyping should be frequent. - Use of AJAX could help make the UI more interactive and better. - Use of some styling sheet as XSL would help laying out the theme and design of the application.
3. Integration with existing bookkeeping application Quickbooks.	5	5	28	<ul style="list-style-type: none"> - Ask the client if integrating with Quickbooks is a MUST HAVE feature. - Get a trial version of Quickbooks and some tutorials as to how applications could integrate with Quickbooks. - We have already discussed with the client the kind of information that is required by Quickbooks. We need evaluate how to provide the required data to Quickbooks.
4. Unavailability of a software maintainer The client does not have dedicated IT staff. Thus they don't have a maintainer for the desired application, once it is delivered.	2	2	20	<ul style="list-style-type: none"> - Inform the client about this situation and let them know that they might need to hire someone to maintain the application
5. Time constraint	6	6	30	<ul style="list-style-type: none"> - Prioritize the features required by

The project's scope is too large to be completed by May 2008. An initial assessment of the effort required for project using COCOMO yielded 14 months of effort with 3 people working full time (152 Hours a month).				<p>the client.</p> <ul style="list-style-type: none"> - Use expectation management techniques to avoid over running the available time.
6. Skill set competency The technical core competency of the team members lie in different technologies. Some are fluent in using Java while some are comfortable using PHP.	5	5	30	<ul style="list-style-type: none"> - Take technology learning in account while planning the project. - Use that technology which most team members are comfortable using.
7. Fabric Database The client requires us to create the database for fabrics as well and to integrate and use it with the application. He also requires that we store the images of the fabrics with it.	5	4	22	<ul style="list-style-type: none"> - Creating database is easy but storing images and manipulation of images would be an issue. We need to clarify if this is a requirement. If so, we need to negotiate that only textual data could be handled by the application.
8. Technological Assessment Which technology will be able to provide a robust application that meets the requirements creating least amount of overhead?	5	5	20	<ul style="list-style-type: none"> - Select the technology with which most of the team members are comfortable. - Select the technology which the client would be able to maintain easily.

Kindly note that the values for the Potential Magnitude, Expected Loss and Risk Exposure are not exactly the same as we filled in the DART tool. We believe that some of the values might be different that is why they have been changed here.

6. NDI Interoperability Analysis

6.1 Introduction

6.1.1 Definitions

6.1.1.1 COTS / GOTS / ROTS / Open Source

Table 11: NDI Products Listing

NDI Products	Purposes

6.1.1.2 Connectors

6.1.1.3 Legacy System

6.2 System Structure

6.3 Evaluation Summary

Table 12: NDI Evaluation

NDI	Usages	Comments