Deliverable D2 - Feasibility Study

Technical:

Our team has enough expertise and technical resources because our team is comprised of all second year students who have gained enough experience in hardware and software skills. Our team consists of an electrical engineer, a civil engineer, a software engineer, and a computer scientist, so we definitely have the expertise to accomplish this project. Since we were exposed to several resources in our first year, we can use and apply those given resources onto our project.

Economic:

The cost of our project is reasonable because we can purchase our materials from thrift stores for a really cheap price, and we can also use 3D printing machines and other machineries to prototype our product as many times as necessary for free. We can also buy our materials from online stores (eg. Kijiji, eBay, Amazon, Craigslist) for a really cheap price. Since we are not buying any new materials, the cost of our project is reasonable.

Legal:

We do not have any issues releasing our solution to the public because our product will not be released for sell. Since our product is mainly a project for our course, we do not have any intentions of mass producing and target advertising our product to people who are in need of a product such as ours. Also, our project is considered a non-profit product because the ultimate goal of our project is to create a product that is well-built and beneficial to our given clients.

Operational:

We do not have any organizational constraints that will prevent our success because we do not have any competitors who are competing against us. The market already has a company where people can buy wheelchair skis that are reliable and manufactured well. Since we are not creating a similar product, such as Wheelblades, we are not competing against others; in fact, we are creating a different type of product that can be put onto the market when our product is successful and reliable enough to be manufactured.

Scheduling:

Our deadlines for this project are Prototype I that is due on October 10, Prototype II that is due on November 14, Design Day that is due on November 21, and a Final Presentation with Final Prototype that is due on November 28. We think that these dates are reasonable four our solution because we assume that most people generally are able to meet these deadlines with products that deliver average expectations.