## **Project Design Phase I**

## **Problem Solution Fit**

Date	13 November 2022
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Project Name	Digital Naturalist - Al Enabled tool for Biodiversity Researchers
Maximum Marks	2 Marks

## **Problem Solution Fit:**

Customer/Targeted people	<ul> <li>Biologists</li> <li>Hikers</li> <li>Trekkers</li> <li>Naturalists</li> <li>Wildlife Photographers</li> <li>Thalassophiles</li> </ul>
Problems	The key challenges that emerge are critical intersections between field biology and computational media. There should be a recognition software that can able to recognize the photographed species in any angle
Limitations	<ul> <li>One cannot determine the nature of the species</li> <li>And has trouble in recognizing and specifying the classes</li> </ul>
Available solution	<ul> <li>Accessing state government tourism portal to know about native species</li> <li>Communicating with native people</li> <li>Encyclopedia</li> <li>Flora-fauna information desk</li> </ul>
Customer Constraints	Unavailability of one step solution Unable to store large amount of data
Behaviours	People mostly surf thorough the internet to avail the information

	They gain knowledge by accessing the
	resources
	<ul> <li>that are available online</li> </ul>
Root cause	<ul> <li>Unable to gain enough knowledge</li> </ul>
	<ul> <li>There is always very less amount of</li> </ul>
	information available on internet
Solution	This project intends to develop a software
	application that recognizes various species
	using supervised learning that takes images
	of species as the inputs and provides various
	the information about those species.