

## Project Design Phase-I - Solution Fit Template

**Project Title:** DemandEst - AI powered Food Demand Forecaster

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Focus on J&P, tap into BE, understand RC	<b>1. CUSTOMER SEGMENT(S)</b> <span>CS</span> <ul style="list-style-type: none"> <li>1. Travelers</li> <li>2. Hostellers</li> <li>3. Daily Commuters</li> </ul>	<b>6. CUSTOMER CONSTRAINTS</b> <span>CC</span> <ul style="list-style-type: none"> <li>• Unable to have variety of dishes due to lack of ingredients.</li> <li>• Sometimes, the food in restaurant gets over soon which makes the customer to go for</li> </ul>	<b>5. AVAILABLE SOLUTIONS</b> <span>AS</span> <ul style="list-style-type: none"> <li>• Food delivery apps, which shows whether the food is available or not to the consumers, which make them to decide.</li> <li>• Reviews and Ratings about the restaurant .</li> </ul>
	<b>2. JOBS-TO-BE-DONE / PROBLEMS</b> <span>J&amp;P</span> <ul style="list-style-type: none"> <li>• Serving demands of customers by providing variety of dishes.</li> <li>• Predicting well so that no ingredients should be missed out.</li> </ul>	<b>9. PROBLEM ROOT CAUSE</b> <span>RC</span> <ul style="list-style-type: none"> <li>• Food Gets over soon, due to unpredictable demand.</li> <li>• Food gets wasted if there's no demand.</li> </ul>	<b>7. BEHAVIOUR</b> <span>BE</span> <ul style="list-style-type: none"> <li>• Driving through restaurants, and searching to find if their desired dish is available in any of the restaurants.</li> <li>• Posting negative reviews</li> </ul>
Identify strong TR & EM	<b>3. TRIGGERS</b> <span>TR</span> <ul style="list-style-type: none"> <li>• Gathering the feedback from the consumers about their service.</li> <li>• Unable to handle wasted food.</li> </ul>	<b>10. YOUR SOLUTION</b> <span>SL</span> <ul style="list-style-type: none"> <li>• Gathering data of everyday food demand and scoring it.</li> <li>• Use those scores to predict future demand of food.</li> <li>• Prepare food according to the prediction outcome.</li> </ul>	<b>8. CHANNELS of BEHAVIOUR</b> <span>CH</span> <p><b>8.1 ONLINE</b> When the desired dish is not available, the consumer prefers to order online</p> <p><b>8.2 OFFLINE</b> When the delivery time and cost is too high, the consumer prefers to order offline.</p>
	<b>4. EMOTIONS: BEFORE / AFTER</b> <span>EM</span> <p>BEFORE: The customer had struggled getting desired dish.</p> <p>AFTER: Customer feels happy and satisfied about the restaurant.</p>		