

Define CS, fit into CC	<b>1. CUSTOMER SEGMENT(S)</b> <b>CS</b> <ul style="list-style-type: none"> <li>People suffering from health issue such as obesity, diabetes etc.</li> <li>People who wants to have a healthy diet</li> </ul>	<b>6. CUSTOMER</b> <b>CC</b> <ul style="list-style-type: none"> <li>The customer does not have a proper internet connection to update his nutrient intake</li> <li>The customer cannot afford the food given in the diet plan</li> </ul>	<b>5. AVAILABLE SOLUTION</b> <b>AS</b> <ul style="list-style-type: none"> <li>If some people have any allergies, alternatives for their allergies are given.</li> <li>If they have further queries on their diet plan, they can contact the dietician suggested by the app</li> </ul>	Explore AS, differentiate
	<b>2. JOBS-TO-BE-DONE / PROBLEMS</b> <b>J&amp;P</b> <ul style="list-style-type: none"> <li>To keep track of a person's nutrient content intake regularly</li> <li>Lack of access to the internet to update his or her nutrient content status or daily intake</li> <li>Lack of a detailed analysis of their nutrient intake to recommend a better or more comfortable diet plan</li> <li>People to be able to afford the food recommended in the diet plan</li> </ul>	<b>9. PROBLEM ROOT CAUSE</b> <b>RC</b> <ul style="list-style-type: none"> <li>The signal is not very good in rural areas, and some people cannot afford the internet connection.</li> <li>The cost of some foods is high, which can't be afforded by some people.</li> <li>If they don't update their intake regularly we cannot have a detailed analysis of their improved health condition</li> </ul>	<b>7. BEHAVIOUR</b> <b>BE</b> <ul style="list-style-type: none"> <li>If the customer is not comfortable with the diet plan, then they tend to stop using the app or try a new app.</li> <li>People thinking about their financial state are not going to use the app even if they are willing to</li> <li>They complain about the app's functioning due to network issues which they need to resolve on their own</li> </ul>	
Identify strong TR & EM	<b>3. TRIGGERS</b> <b>TR</b> <ul style="list-style-type: none"> <li>To provide a brief and concise analysis of health issues caused by a lack of a regular diet.</li> <li>Interactive things that are present in the app</li> </ul>	<b>10. YOUR SOLUTION</b> <b>SL</b> <ul style="list-style-type: none"> <li>From the existing model the update of nutrient content is mentioned in the project.</li> <li>Additionally, the remainder for updating nutrient intake input is also added.</li> </ul>	<b>8. CHANNELS of BEHAVIOUR</b> <b>CH</b> <p><b>Online :</b> A person using the app will have to set his food from his menu by himself, i.e., no supporter to help him with his meal.(Person must be more responsible but cost efficient)</p> <p><b>Offline :</b> A trainer or guide will be allotted to a person. The trainer will set all of your food intake. (Relaxed process but cost can't be affordable).</p>	Extract online & offline CH of BE
	<b>4. EMOTIONS: BEFORE / AFTER</b> <b>EM</b> <p><b>Before:</b> Emotionally weak because of less availability of apps that help to track their diet, free of cost.</p> <p><b>After:</b> Feel confident after following a strict diet regime that emotionally as well as physically enhance their</p>			