## Project Design Phase-I Proposed Solution

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Project Name	<b>Project -</b> Digital Naturalist – AI Enabled tool for Biodiversity Researchers

## **Proposed Solution:**

S.No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	i) How might we help both experienced and inexperienced user to identify species of plants and animals and their characteristics with related information?
		ii) Inexperienced users need to know about poisonous plants and dangerous animals so that they can stay away from it.
		iii) Both experienced and inexperienced users need to know about the medicinal values of a plant because they need to use it in case of emergencies.
		<b>iv</b> ) All the users need to know about the rarity of the species of birds, animals or plants so that they can preserve and save it.
2.	Idea / Solution description	i) Display Botanical names
		ii) Display alert messages for plants/animals using different colours
		iii) small description about them
		iv) Rarities of the species
		v) What disease does the plant cure

3.	Novelty / Uniqueness	i) Providing alerts based on if a species is harmful or not
		ii) Alerting the user on the rarity of the species
		iii) Gives the complete description about the species being viewed
		iv) If the plant being viewed has a medicinal value, it gives a description about it.
		v) Display the scientific name of the species.
4.	Social Impact / Customer Satisfaction	Being able to identify the <b>flora</b> and <b>fauna</b> around us often leads to an interest in protecting wild spaces.
5.	Business Model (Revenue Model)	i) Can make money through subscription based.
		ii) Partnership with many laboratories and scientists around the world
6.	Scalability of the Solution	i) As the usage and user base of this application grows more feature can be added to the premium or subscription model.
		ii) We can introduce subscription models like free plan, business plan, educational plan and many more based on its usage
		iii) As the usage increase we can scale the application by releasing more languages based on the geographical usage.