1. CUSTOMER SEGMENT(S)

Who is your customer?

People looking for an upgrade in their current vehicles by selling their old ones.

People around the age of 25-60(regular working class population)

Dealership handlers to get an insight in current market standings

6. CUSTOMER CONSTRAINTS

Budget Constraints

Networking

Fluctuating market factors

Accessibility

5. AVAILABLE SOLUTIONS

Many platforms exist where people can purchase used cars but all of there are static listings i.e they do not help in identifying the future market value of the vehicle being

2. JOBS-TO-BE-DONE / PROBLEMS

J&P

CS

9. PROBLEM ROOT CAUSE

RC

CC

7. BEHAVIOUR

BE

СН

AS

Explore AS, differentiate

Focus on J&P, tap into BE, understand

Extract online &

offline CH of BE

This problem arises due to the complete uncertainity of the market our product is in. Thus to produce flexible and dynamic solutions/readings is a big problem at hand

Our solution is to provide an online web application that gives the customer a wide

array of options for vehicles along with their listings/values predicted using our

This way the mentioned limitations in the current environment can be tackled.

machine learning model applied on the markets available dataset.

To address this problem the customer tries to find a means to take current factors into account and produce accurate future predictions.

Accessibility

Problems addressed are:

Give accurate readings/listings

Complete transparency

3. TRIGGERS

TR

Some Triggers are:

When a car gets old and the owner wants to make a guick buck

When an owner wants to upgrade his/her vehicle

When the customer observes many other people doing the same

10. YOUR SOLUTION

SL

8.1 ONLINE

8. CHANNELS of BEHAVIOUR

Customers browse the internet to explore the different factors and options out

4. EMOTIONS: BEFORE / AFTER



Customers feel frustrated before the problem is solved as it bothers them on how uncertain the vehicle value may be.

Customers feel better after the problem is addressed as they get a sense of peace.

8.2 OFFLINE

Customers network offline on getting a better hands on knowledge about the market



