

**Project Design phase – I**  
**Proposed solution Template**

<b>DATE</b>	<b>15-10-2022</b>
<b>TEAM ID</b>	<b>PNT2022TMID15955</b>
<b>NAME</b>	<b>ROHITH K</b>
<b>MAX MARKS</b>	<b>2 MARKS</b>

<b>S.NO</b>	<b>PARAMETER</b>	<b>DESCRIPTION</b>
<b>1</b>	PROBLEM STATEMENT(PROBLEM TO BE SOLVED)	Some people find it difficult to learn new apps in this ever-expanding digital environment, and people nowadays tend to forget things more easily, such as taking their prescriptions.
<b>2</b>	IDEA / SOLUTION DESCRIPTION	Create a basic, easy-to-use app so that users don't forget their medicine schedules, can easily discover pharmacies and clinics near them.
<b>3</b>	NOVELTY / UNIQUENESS	It is a user-friendly app that sends users medication and refill reminders, provides drug interaction warnings, and helps caregivers manage prescriptions for loved ones.
<b>4</b>	SOCIAL IMPACT / CUSTOMER SATISFACTION	I constructed these proto-personas, or names, based on the research findings from the user interview. They would be crucial to the rest of the design process. All design decisions may be assessed and re evaluated using these personas, keeping the user and their perspective in mind.
<b>5</b>	BUSINESS MODEL(REVENUE MODEL)	When it comes to the business there is no one-size-fits- all solution. The model you choose depends on your target audience , business goals , and the resources you already posses.
<b>6</b>	SCALABILITY OF THE SOLUTION	As the model is integrated with cloud software , we can update the user experience without reinstalling a model and the person can keep a remainder up to the year.