

Project Design Phase-I

Problem-Solution Fit

Date	1 October 2022
Team ID	PNT2022TMID47693
Project Name	Project-IOT Based Safety Gadget For Child Safety Monitoring And Notification
Maximum Marks	2 Marks

Problem-Solution fit canvas 2.0

Purpose: To create an child safety gadget

1.CUSTOMER SEGMENT <ul style="list-style-type: none">• Caretaker• Parent	6.CUSTOMER CONSTRAINTS <ul style="list-style-type: none">• Easy to use• compatible and weightless• low cost	5.AVAILABLE SOLUTION <ul style="list-style-type: none">• Knowlege about setting geofence• Device• Internet
2. JOBS -TO- BE-DONE/ PROBLEMS <ul style="list-style-type: none">• To manage data store• network connectivity?• To alert the parents in case of emergency	9. PROBLEM ROOT CAUSE <ul style="list-style-type: none">• Crimes• missing children• Irresponsible parents	7.BEHAVIOUR <p>Tracking devices for kids provide you with real-time GPS details of your child's location. This is extremely useful tool when your child is walking to a friends house from any instant distance where your child's current whereabouts could be uncertain.</p>
3. TRIGGERS <ul style="list-style-type: none">• social media neighbour• places fear of losing child 4.EMOTIONS: BEFORE/ AFTER <ul style="list-style-type: none">• Parents are panic that they lost the child• They fell happy after they find the child	10. YOUR SOLUTION <ul style="list-style-type: none">• Gadget ensure the safety and tracking of children.• The android app use GPS and moblie service to find the child location and secretly stored accurate location wihout knowing the children	8 CHANNELS of BEHAVIOR <ul style="list-style-type: none">• 81 ONLINE<ul style="list-style-type: none">• web applicationGPS module communication• 82 OFFLINE<ul style="list-style-type: none">• Distance Calculations gadget using time



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