**Project Title****: FERTILIZER RECOMMENDATION USING DISEASE PREDICTION**

**Project Design Phase-I** - **Solution Fit Template**

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|  | 1. **CUSTOMER SEGMENTS**   Farmers are the main clients for problems with selecting the proper fertilisers. | **5. AVAILABLE SOLUTIONS**  The deep learning algorithm will solve the current issues and produce superior outcomes. | 1. **CHANNELS OF BEHAVIOUR**   Online  Early dataset recognition using deep learning algorithms  Offline  It increases the yield of their crops and cuts down on losses. |  |
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|  | **2 .JOBS TO BE DONE / PROBLEM**  It recommends beneficial nutrients for their herbs and foresees plant diseases that may impact their plants. | **6 CUSTOMER CONSTRAINTS**  This is essentially a web application that is compatible with all devices, and the resolution to their issue will take one minute. | 1. **PROBLEM ROOT CAUSE**   Farmers want to enhance productivity quickly and cheaply, but the traditional method is quite expensive. |  |
| **Identify strong TR & EM** | 1. **TRIGGERS**   People will believe that we offer a variety of affordable, valuable services. | **7 BEHAVIOUR**   * The use of this programme allows farmers to simply afford a professional. * It boosts their field growth and speeds up their processes while saving time. * It guarantees the causes beforehand and offers remedies before the damage occurs. | **10. YOUR SOLUTION**  Apply deep learning algorithms to categorise various illnesses as caused by bacteria, fungus, or viruses. Afterward, depending on measurements, suggest nutrients to the damaged plants. |  |
| **4. EMOTIONS: BEFORE / AFTER**  It reduces the burden, stress, expense, and time placed on farmers**.** |