Project Design Phase-I – Problem Solution

Project Title: FERTILIZER RECOMMENDATION USING DISEASE PREDICTION

Team id: PNT2022TMID08365

Name :E Praveen(team member)

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.	**8. CHANNELS OF BEHAVIOUR** Online Early dataset recognition using deep learning algorithms Offline It increases the yield of their crops and cuts down on losses.
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.	**9. PROBLEM ROOT CAUSE** Farmers want to enhance productivity quickly and cheaply, but the traditional method is quite expensive.
3. TRIGGERS People will believe that we offer a variety of affordable, valuable services. **4. EMOTIONS: BEFORE / AFTER** It reduces the burden, stress, expense, and time placed on farmers.	**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.