**Project Title: Car Resale Value Prediction Project Design Phase-I** - **Solution Fit Template Team ID:** PNT2022TMID21861

**Focus on J&P, tap into BE, understand RC**

**Explore AS, differentiate**

**Deﬁne CS, ﬁt into CC**

**AS**

**5. AVAILABLE SOLUTIONS**

* In the past, user cannot find the value of used car buy their own without prior knowledge about cars.
* A person who don’t know much about the car can also make predictions for used cars easily.
* To determine the worthiness of the car by their own within few minutes.
* A loss function is to be optimized by spending money for dealers, brokers to buy or sell a car.

**CC**

**6. CUSTOMER CONSTRAINTS**

**CS**

**1. CUSTOMER SEGMENT(S)**

Car Sellers

**Explore AS, differentiate**

**Define CS, fit into CC**

**BE**

**7. BEHAVIOUR**

* The model is to be built would give the nearest value of the vehicle by eliminating anonymous value predicted by using humans.
* The History of your car’s condition and documents produced by them will be suspicious.

**RC**

**9. PROBLEM ROOT CAUSE**

* Users can predict the correct valuation of car remotely without human intervention like car dealers.
* The price predicted by the dealers or brokers for used car is not trustful.

**J&P**

**2. JOBS-TO-BE-DONE / PROBLEMS**

To build a supervised machine learning model using regression algorithms for forecasting the value of a vehicle based on multiple attributes such as

* Year of Registration
* Fuel type
* Number of Owners
* Show room price

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**Identify strong TR & EM**

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| --- | --- | --- | --- | --- |
| **Identify strong TR & EM** | **3. TRIGGERS TR**  Users can predict the correct valuation of the car by their own like OLX cars, Cars24. Etc., by using their model, year, owner. Etc. | **10. YOUR SOLUTION SL**  The main aim of this project is to predict the price of used cars using Machine Learning (ML) algorithms and collection of data about different cars.  The project should take parameters related to user car as inputs and enable the customers to make decisions by their own. | 1. **CHANNELS of BEHAVIOUR CH**     1. **ONLINE**  * Customer should predict the worth of the car by using different parameters given by the owner.   1. **OFFLINE** * User can test the performance of the car and to buy it up in a affordable price based on its condition. |  |
| **4. EMOTIONS: BEFORE / AFTER EM**  Before:   * User will be in fear about the biased values predicted by the humans based on the condition of the car.   After:   * User can determine the worthiness of the car by their own without human intervention. |