1

Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

🕐 **5 minutes**

PROBLEM

How might we help people from fire management system ?

Key rules of brainstorming

To run an smooth and productive session

Stay in topic.

Encourage wild ideas.

Defer judgment.

Listen to others.

Go for volume.

If possible, be visual.

⏱ Brainstorm

Write down any ideas that come to mind that address your problem statement.

10 minutes

Gowtham S

- Aesthetic UI Design
- Dark mode and light mode UI
- Responsive UI
- Clear instructions
- Celebrating our team and their achievements
- To protect people
- Span of control

Gowtham A

- Promoting Fire safety
- Dealing with other prescribed emergencies
- Fire-Fighting
- Install fire detection systems
- Awards and some cash prices
- Create fire escape routes
- Preventing loss of life

GAUTHAM K

- Designate a fire warden
- Hold regular fire drills
- Train your employees In fire safety
- Install fire safety signs
- Increases their salaries
- Check fire safety signs
- Purchase a fire ladder

Gokula Krishnan A

- Install smoke Detection
- Install smoke alarm on every level
- If fire occurs GET OUT, STAY OUT, GET FOR HELP
- Downtime in use of a building
- Designate a fire warden
- Promote good housekeeping
- Set up an exit plan

Group ides

Take turns sharing your ideas while clustering similar or related notes as you go.
In the last 10 minutes, give each cluster a sentence-like label. If a cluster is bigger
than six sticky notes, try and see if you and break it up into smaller sub-groups.

⏱ **20 minutes**

User Interface

Aesthetic UI Design

Dark mode and light mode UI

Responsive UI

Clear instructions

Core Functionalities

Promoting Fire safety

Fire-Fighting

Responding to read traffic accidents

Dealing with other prescribed emergencies

To protect people

Span of control

Marketing

Install fire detection systems

Create fire escape routes

Promote good housekeeping

Designate a fire warden

Preventing loss of life

Downtime in use of a building

Reward System

Keep Employees happy

Celebrating our team and their achievements

Awards and some cash prices

Increases their salaries

Security

Hold regular fire drills

Train your employees In fire safety

Install fire safety signs

Check fire safety signs

Miscellaneous

Purchase a fire ladder

Set up an exit plan

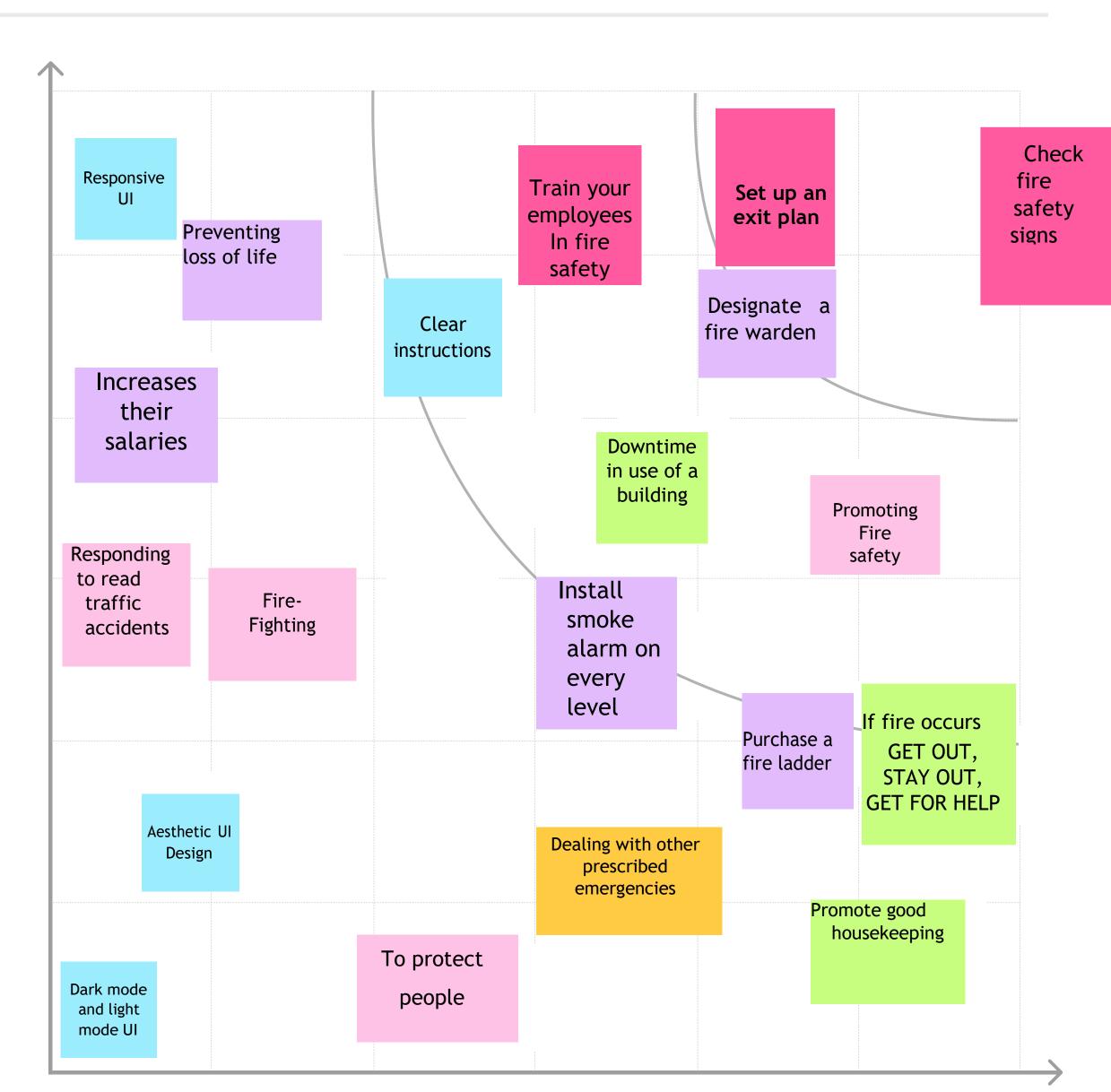Install smoke Detection

Install smoke alarm on every level

If fire occurs GET OUT, STAY OUT, GET FOR HELP

Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.
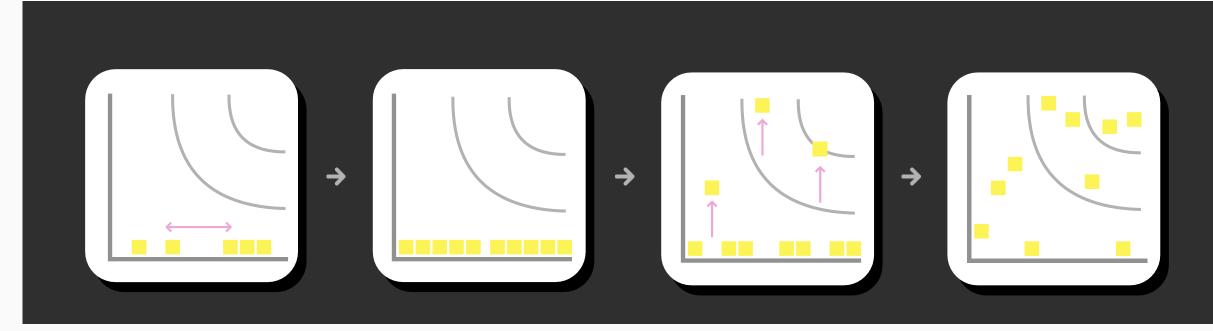
🕐
20 minutes

Importance

If each of these tasks could get **Feedback** done without any difficulty or cost, which would have the most positive impact?

Responsive UI

Preventing loss of life

Increases their salaries

Responding to read traffic accidents

Fire-Fighting

Clear instructions

Train your employees In fire safety

Set up an exit plan

Check fire safety signs

Designate a fire warden

Downtime in use of a building

Promoting Fire safety

Install smoke alarm on every level

Purchase a fire ladder

If fire occurs GET OUT, STAY OUT, GET FOR HELP

Aesthetic UI Design

Dealing with other prescribed emergencies

Promote good housekeeping

Dark mode and light mode UI

To protect people

Feasibility

Regardless of their importance, which tasks are more feasible than others? (Cost, time, effort, complexity, etc.)