**Project Title:Smart fashion recommender application Project Design Phase-I** - **Solution Fit Template Team ID:** PNT2022TMID02585

Online shoppers browse, decide, buy, and use products. It is employed to compare costs, goods, and characteristics.

**AS**

**5. AVAILABLE SOLUTIONS**

Which solutions are available to the customers when they face the problem

Lack of interaction, Inability to touch objects, There are no trial parts. Model VS Reality website crash

**CC**

**6. CUSTOMER CONSTRAINTS**

**CS**

**1. CUSTOMER SEGMENT(S)**

Our client prefers internet purchasing over traditional brick and mortar stores.

**Explore AS, differentiate**

**Define CS, fit into CC**

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

**Explore AS, differentiate**

**Deﬁne CS, ﬁt into CC**

Only 5% of shoppers visit e-commerce websites with the intention of making a purchase; the remaining 95% of visitors are doing something else.

**BE**

**7. BEHAVIOUR**

What does your customer do to address the problem and get the job done?

**RC**

**9. PROBLEM ROOT CAUSE**

Restore and Backup Development of a shopping cart Discounts and discounts worldwide presence

**J&P**

**2. PROBLEMS/PAINS**

Having a bad local search.

Lack of support.

Privacy issues.

Communication roadblock

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

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

**Identify s**tr**ong TR & EM**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Identify strong TR & EM** | **3. TRIGGERS TO ACT**  **TR**  People in our society are afraid of fake news circulating on social media, which makes them less likely to suffer from online issues. | **10. YOUR SOLUTION SL**    A robotic bot is developed  Software for inventory management has been set up.  A coded translator is required.  Catalog that is easy to use  negotiating better deals with shops to draw customers | **8.CHANNELS of BEHAVIOUR CH**  **ONLINE**  Information on client motivation and attitude via virtual, non-touch technology  having a 24-hour store.  OFFLINE  Discounts limited options, feel and touch of things, and receiving the product only after paying |  |
| **4. EMOTIONS: BEFORE / AFTER**    PROS: Excitement, happy,  interest enthusiasm  CONS:Sad frightened, disappointment |