Project Title: Inventory Management System for Retailers Project Design Phase-I –Problem- Solution Fit Template Team ID: PNT2022TMID50120

The user Schedule frequent stock auditing like daily cycle counting of different stock categories in small, manageable batches.

There is no boundation of usingthis application because the user/customer who is having knowledge of this application can work on it easily.

The user/customer who belonging to the

Shop.



The user/customer use different devices in their hands. People who do online Shopping can use this

application regularly while comparing to others.

The user/customer is new to use the

application.And the user shouldn’t know how to upload

the products.

The user/customer trying to buy a product

but, I can’t buy the product because the data

is inaccurate which was shown in the list.



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|  | **3. TRIGGERS TR**  What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efﬁcient solution in the news.  The user should read the instruction to use the application easily. | **10. YOUR SOLUTION SL**  If you are working on an existing business, write down your current solution ﬁrst, ﬁll in the canvas, and check how much it ﬁts reality.  If you are working on a new business proposition, then keep it blank until you ﬁll in the canvas and come up with a solution that ﬁts within customer limitations, solves a problem and matches customer behaviour.  The user should read the instruction given  and to know how to upload the products.  The user should upload the products  frequently in daily cycle manner. | 1. **CHANNELS of BEHAVIOUR CH**    1. **ONLINE**   What kind of actions do customers take online? Extract online channels from #7  All inventory details available   * 1. **OFFLINE**   What kind of actions do customers take ofﬂine? Extract ofﬂine channels from #7 and use them for customer development.  Inventory stocks notified through SMS. |  |
| **4. EMOTIONS: BEFORE / AFTER EM**  How do customers feel when they face a problem or a job and afterwards?  i.e. lost, insecure > conﬁdent, in control - use it in your communication strategy & design.  Before – The user/customer was uncomfortable to use the application before.  After – As the user/customer knows how to use this application then they will become comfortable and friendly with this environment. |