

# Project Design Phase-I

## Problem-Solution Fit

Date	17 October 2022
Team ID	PNT2022TMID26473
Project Name	IOT Based Safety Gadget For Child Safety Monitoring And Notification

### Problem-Solution fit canvas 2.0

<b>1. CUSTOMER SEGMENT</b> <small>Define CS, fit into CC</small> i.e. working parents of 0-5 y.o. kids	<b>6. CUSTOMER CONSTRAINTS</b> <small>CC</small> What constraints prevent your customers from taking action or limit their choices? cash, network connection, available devices.	<b>5. AVAILABLE SOLUTION</b> <small>AS</small> What solution do you have? How do they face the problem? or need to get the job done? What have they tried in the past? What pros & cons do the existing solutions have? What is an alternative to digital notetaking?
	<b>2. JOBS -TO- BE-DONE/ PROBLEMS</b> <small>Focus on J&amp;P, fit into BE, understand RC</small> <ul style="list-style-type: none"> <li>To manage data store</li> <li>network connectivity?</li> <li>To alert the parents in case of emergency</li> </ul>	<b>9. PROBLEM ROOT CAUSE</b> <small>RC</small> What is the real reason for this problem? What is the task that created the need to do this job? Lost children because of the change in regulations.
<b>3. TRIGGERS</b> <small>TR</small> <ul style="list-style-type: none"> <li>social media</li> <li>neighbour places</li> <li>fear of losing child</li> </ul>	<b>10. YOUR SOLUTION</b> <ul style="list-style-type: none"> <li>Gadget ensure the safety and tracking of children.</li> <li>The android app use GPS and mobile service to find the child location and secretly stored accurate location without knowing the children</li> </ul>	<b>8 CHANNELS of BEHAVIOR</b> <b>8.1 ONLINE</b> <ul style="list-style-type: none"> <li>web application</li> <li>GPS module communication</li> </ul>
<b>4. EMOTIONS: BEFORE/ AFTER</b> <ul style="list-style-type: none"> <li>Parents are panic that they lost the child</li> <li>They felt happy after they find the child</li> </ul>		<b>8.2 OFFLINE</b> Distance Calculations gadget using time



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