

Problem Solution Fit

Date	01 NOVEMBER 2022
Team ID	PNT2022TMID18950
Project Name	Project - IOT Based Real-time River Water Quality Monitoring and Control System
Maximum Marks	2 Marks

Problem-Solution Fit canvas

Purpose / Vision

Version:

Define CS, fit into CL	1. CUSTOMER SEGMENT(S) CS Local Authorities and Common people	6. CUSTOMER LIMITATIONS CL <small>EG. BUDGET, DEVICES</small> Costly, do not know if accurate, not available for all localities.	5. AVAILABLE SOLUTIONS AS <small>PLUSES & MINUSES</small> Accurate measuring of water quality using various sensors, make it available in all remote places	Explore AS, differentiate
	Focus on PR, tap into BE, understand RC	2. PROBLEMS / PAINS + ITS FREQUENCY PR Consuming contaminated water leads to various problems for all living organisms.	9. PROBLEM ROOT / CAUSE RC The water may be contaminated by means of nutrient pollution (Industry), Eutrophication, Algal blooms and so on.	
Identify strong TR & EM		3. TRIGGERS TO ACT TR <div>Here the motive is to predict the contamination of river water and create awareness among people for the same.</div> 4. EMOTIONS EM <small>BEFORE / AFTER</small> <div>The output is predicted accurately regarding the contamination of water, so as to avoid consumption of contaminated water by the people</div>	10. YOUR SOLUTION SL The water should be monitored by using sensors and gather its temperature, Ph value, Turbidity value should be measured so that the user(Who consumes the water) be aware of the water he/she consumes and prevents consuming when the water is contaminated.	8. CHANNELS of BEHAVIOR CH <div> ONLINE Customer uses web application to analyse various parameters of water. </div> <div> OFFLINE The customer receive message in mobile phone if there is any change(Contamination) in water. </div>



0. Vision

WHO IS YOUR CUSTOMER?

**EXPLORE LIMITATIONS
TO BUY / USE
YOUR PRODUCT
OR SERVICE**

**HOW ARE YOU
GOING TO BE
DIFFERENT THAN
COMPETITION?**

**FOCUS ON FREQUENT,
COSTLY OR URGENT
PROBLEM TO SOLVE**

**UNDERSTAND
THE CAUSE OF
THE PROBLEM**

**TAP INTO, RESEMBLE
OR SUPPORT
EXISTING BEHAVIOR**

**DESIGN TRIGGERS
THAT FIT REAL LIFE,
SPARK ASSOCIATIONS,
MAKE IT FAMILIAR**

**YOUR
“DOWN TO EARTH”
SOLUTION GUESS**

**BE WHERE YOUR
CUSTOMERS ARE**

**ADD EMOTIONS
FOR STRONGER
MESSAGE**

