SOLUTION ARCHITECTURE

1. CUSTOMER SEGMENT(S)
It is based on the characteristics of the group we are targeting and is divided. It deals with emotional balance.

6. CUSTOMER LIMITATION
The customer can only ask for only what he can get and not all he can get. What they want is almost every product to be done based on similarities among a group of customers so it would be difficult to get solutions for all problems.

5. AVAILABLE SOLUTIONS
There are many applications and websites which help the specially-abled in many ways. Also, websites are available which are created by the government and are not for personal use.

2. PROBLEMS / PAINS
Mental trauma.
Not able to accomplish.
Family issues.
Hesitate to ask for help.

9. PROBLEM ROOT / CAUSE
They need to deal with devices which are costlier, and many cannot afford those devices. People are not satisfied with the devices, and privacy issues.

7. BEHAVIOUR
Behaviour is the clustering process. This is totally based on how the customer interacts with your product and their buying behaviour. This is also based on how frequently the customer buys from you.

3. TRIGGERS TO ACT
Make it easy.
Act faster.
Quick recognition.

10. YOUR SOLUTION
Create an application which can help specially-abled people and normal people-related services provided to different types of people.

8. CHANNELS of BEHAVIOUR
Social media videos made but users of the websites so that others can use them.
Advertise online with specially-abled influencers to test and promote it.

4. EMOTIONS
Plays a major role in every project. It needs support for every individual as they go through a lot which cannot be mentioned. So while preparing something needs to be aware of how they react to the product.