Problem Solution Fit

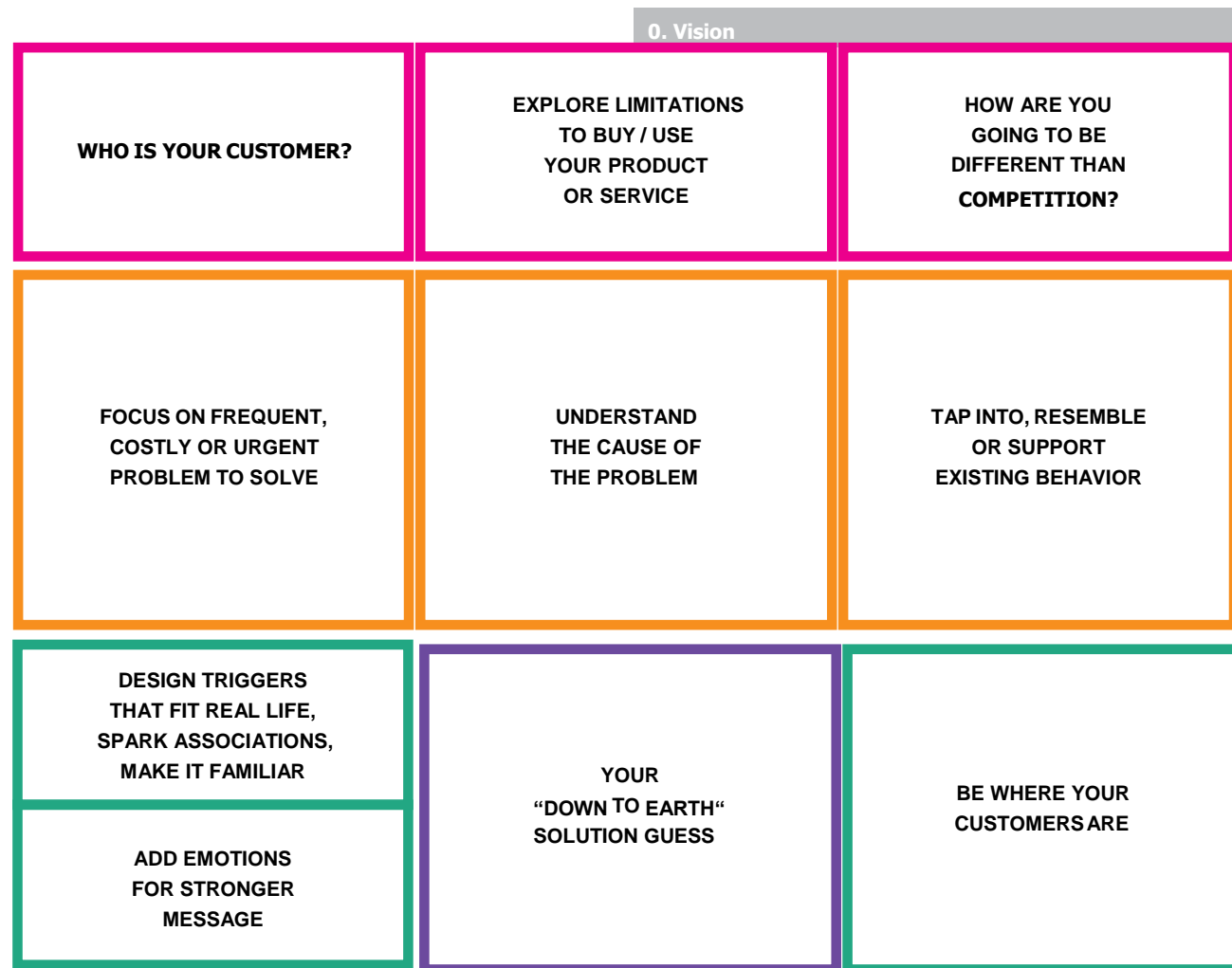| Date	28 September 2022
Team ID	PNT2022TMID48183
Project Name	Project - IOT Based Real-time River Water Quality Monitoring and Control System
Maximum Marks	2 Marks

Problem-Solution Fit canvas

Define CS, fit into CL

1. CUSTOMER SEGMENT(S)   `CS`

Local Authorities and Common people

6. CUSTOMER LIMITATIONS   *EG. BUDGET, DEVICES*   `CL`

Costly, do not know if accurate, not available for all localities.

5. AVAILABLE SOLUTIONS   PLUSES & MINUSES   `AS`

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.

7. BEHAVIOR   + ITS INTENSITY   `BE`

If there is even a small change in water's parameter, then there is said to be some sort of contamination in water, so the sensors should be capable to analyse that small change and should predict it accurately.

Focus on PR, tap into BE, understand RC

Identify strong TR & EM

3. TRIGGERS TO ACT   `TR`

Here the motive is to predict the contamination of river water and create awareness among people for the same.

4. EMOTIONS   BEFORE / AFTER   `EM`

The output is predicted accurately regarding the contamination of water, so as to avoid consumption of contaminated water by the people

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`

ONLINE

Customer uses web application to analyse various parameters of water.

OFFLINE

The customer receive message in mobile phone if there is any change(Contamination) in water.

Extract online & offline CH of BE

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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 **ADD EMOTIONS FOR STRONGER MESSAGE**	**YOUR "DOWN TO EARTH" SOLUTION GUESS**	**BE WHERE YOUR CUSTOMERS ARE**

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