

Project Design Phase-I Problem – Solution Fit

Date	19 September 2022
Team ID	PNT2022TMID40006
Project Name	Trip-Based Modelling of Fuel Consumption in Modern Fleet Vehicles Using Machine Learning
Maximum Marks	2 Marks

Problem-Solution fit

Define CS, fit into CC	1. CUSTOMER SEGMENT(S) Companies and Organizations, developers and ordinary people	6. CUSTOMER CONSTRAINTS Low accessibility to existing solution Device compatibility	5. AVAILABLE SOLUTIONS A software exists which gets the dataset and after training the model, predicts the result. Various models have been developed, but have not been implemented and brought into use.	Explore AS, differentiate
Focus on J&P, tap into BE, understand RC	2. JOBS-TO-BE-DONE / PROBLEMS High Fuel Expense No Proper platform for fuel consumption prediction	9. PROBLEM ROOT CAUSE Lack of awareness about fuel consumption Existing solutions are minimal and does not meet user expectations	7. BEHAVIOUR Research about variations in fuel consumption Search for solutions online Seek suggestions from others	Focus on J&P, tap into BE, understand RC
Identify strong TR & EM	3. TRIGGERS Finding it difficult to manage fuel consumption of vehicles Realizing that the fuel expense is significantly higher than estimated	10. YOUR SOLUTION A website is developed which uses combination of multiple ML models to predict the fuel consumption accurately. The website has a user friendly interface and is mobile responsive. It offers various functionalities such as detailed report generation, predicting results for multiple samples simultaneously.	8. CHANNELS of BEHAVIOUR Online - Social Media, Forums, Blogs	Extract online & offline CH of BE
	4. EMOTIONS: BEFORE / AFTER Before - frustration, confused After - satisfied, feeling productive and smart		Offline - Friends and Colleagues, Consultancy, Vehicle Manufacturers	



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