

PROJECT DESIGN PHASE-I – Problem Solution Fit

Team ID	PNT2022TMID16501
Project Name	Plasma Donor Application

Problem-Solution fit canvas 2.0

Donate Plasma and save lives

Define CS, fit into CC	1. CUSTOMER SEGMENT(S) CS <p>We working on plasma therapy is the process where blood is donated and received. Here the donors are above the age of 21.</p>	6. CUSTOMER CONSTRAINTS CC <p>Donation is completely painless and harmless. There is no risk at all. You can do it every 15 days because we usually don't take out any blood from you.</p>	5. AVAILABLE SOLUTIONS AS <p>Being well-hydrated is also the best way to be efficient with your time. Since plasma is mostly water, drinking the recommended amount of water can help make the donation process go faster.</p>	Explore AS, differentiate
	2. JOBS-TO-BE-DONE / PROBLEMS J&P <p>Donating plasma does not cause any side effects, but some donors can experience fatigue, bruising, bleeding, or dehydration</p>	9. PROBLEM ROOT CAUSE RC <p>People can't donate if they have or had tuberculosis, heart disease</p>	7. BEHAVIOUR BE <p>This app is used to make donation and receiving process easier. To connect the interested people(donor) and a receiver in a single room is the main intension of this application.</p>	
Identify strong TR & EM	3. TRIGGERS TR <p>During Covid time plasma donation helped people in recovering from the disease</p>	10. YOUR SOLUTION SL <p>Receiver can directly contact the donor and receive plasma. Here the blood that is collected is separated into different types and used not only for plasma but also for other uses</p>	8. CHANNELS of BEHAVIOUR CH <p>ONLINE : Can apply the form from anywhere at any time OFFLINE : Can get the access to use the public and private hospitals</p>	Extract online & offline CH of BE
	4. EMOTIONS: BEFORE / AFTER EM <p>The simple act of giving is an effective way to boost your own happiness, lower stress levels, increase endorphins, and even improve social connections</p>			