Team ID	Project Design Phase-I	Project Title
PNT2022TMID22957	**Solution Fit**	**Fertilizers Recommendation System for Disease Prediction**

1. CUSTOMER SEGMENTS `CS`

who is your customer?

Farmers are our customer who turns to fertilizers because these substances contain plant nutrients such as nitrogen, phosphorus and potassium. Most farmers today use fertilizers that are either mined or manufactured.

6. CUSTOMER CONSTRAINTS `CC`

What constraints prevent your customers from taking action or limit their choices of solutions?

This is basically a web application, which is supported in almost all devices. The easy graphical representation makes a clear understanding for all people. The Results for their problem will be in minute.

5. AVAILABLE SOLUTIONS `AS`

Which solutions are available to the customers when they face or need to get the job done?

By using the AI will end up the existed problem, by provide results in low price. It's affordable by all people and the results are provided instantly. Its Supports in Mobile, Desktop, etc (Almost all device support)

2. JOBS-TO-BE-DONE / PROBLEMS `J&P`

Which jobs-to-be-done (or problems) do you address for your customers?

It provides a good fertilizer recommendation for their crops. It analyzes the disease which affects their plants. It shows a set of crops which suitable for their soil and their climate.

9. PROBLEM ROOT CAUSE `RC`

What is the real reason that this problem exists? What is the back story behind the need to do this job?

The traditional ways are expensive. Farmers want to get results instantly. Improve the productions in low cost and easy. Traditional way not contains an easily understandable graphical representation of results.

7. BEHAVIOUR `BE`

What does your customer do to address the problem and get the job?

By using our product, they able to saves a lot of money spend for an expert. It saves a time and makes their process faster. It improves their field growth with our product. It ensures the causes previously and provides solutions before the damage happens.

3. TRIGGERS `TR`

What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news.

People will feel that it provides a bunch of valuable service affordable.

4. EMOTIONS: BEFORE / AFTER `EM`

How do customer feel when they face a problem or a job and afterwards? I.e., lost, insecure > confident in control – use it in your communications strategy & design.

It reduces the farmers unwanted work load, stress, money, time etc.

10. YOUR SOLUTION `SL`

If you are working on an existing business, write down your current solution first, fill in the canvas, and check how much it fits reality.
If you are working on a new business proposition, then keep it blank until you fill in the canvas and come up with a solution that fits within customer limitations, solves a problem and matches customer behaviour.

By Building an AI, ML based web application make their issues resolved in seconds. Make their expensive process affordable. Minimize the Time for analyze their problem and provide results in seconds. Easy Graphical representation makes a better understanding by everyone.

8. CHANNELS of BEHAVIOUR

What kind of actions do customers take online? Extract online & offline channels

`CH & BE`

ONLINE

Their Data analyzed earlier with help of cloud rendering.

OFFLINE

It's improves their crops production and reduces the losses.