## Project Title:RETAIL STORE STOCK INVENTORY. Project Design Phase-I - Solution Fit Template

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> People need not worry about security issues.

## Explore AS, differentiate AS CC CS 1. CUSTOMER SEGMENT(S) 6. CUSTOMER CONSTRAINTS 5.AVAILABLE SOLUTIONS > Customers of all age groups who are in need of > Machine capacity, inventory > Obsolete Stock is removed as soon as it moves to not investment, storage, limits on raw materials. in demand of the customers Stock inventory records are alternated digitally. > Manual processes of counts is an alternative of scanning barcodes and allowing the software to keep track. 2. JOBS-TO-BE-DONE / PROBLEMS. J&P 9. PROBLEM ROOT CAUSE RC 7. BEHAVIOUR BE > Inefficient warehouse management, Manual documentation, Inaccurate data, Inconsistent (1) forecasting error. > Directly related : expediting existing orderson the tracking,unclear communicaation,inadequate access,overselling, (2) bulk purchase. > Committing to regular follows-ups with customer relevant contact details to progress and then to (3) data entry error. enquire on the progress. (4) communication gaps. > Indirectly associated : delegating persons to frequently review the stock display racks to identify stocked out items and to take immediate action. (5) quality-related issues. (6) product category not traceable and (7) wrong material being procured. CH TR SL 3. TRIGGERS 10. YOUR SOLUTION **8.CHANNELS of BEHAVIOUR** > Customer experience. > Take the previous year statistics of the sales in 8.1 ONLINE the shop,according to the customer preference > Immediate availability of the product. > Process of how consumers make decisions the retailers can buy stock this year. to purchase products in ecommerce. > Reasonable prices. >The mandatory products are brought first > The new expectations that currently drive less expiry date. >Product quality. online consumer behavior are entrenched in commonality. > Expectations like product availability, delivery transparency, affordable shipping, and 4. EMOTIONS: BEFORE / AFTER EM more recently, a convenient buying journey all affect how consumers make decisions to buy > Insecure>Confident. items online . > Perplexed-Trust in placing the order. 8.2 OFFLINE > Customers can check for product quality. > People can purchase immediate products. > Satisfaction of shopping.