Project Title: IoT Based Safety Gadget for Child Safety Monitoring and Notification

Project Design Phase-I - Solution Fit Template

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1. CUSTOMER SEGMENT(S)   CS

Who is your customer?
i.e. working parents of 0-5 y.o. kids

- Caretaker
- Parent

6. CUSTOMER CONSTRAINTS   CC

What constraints prevent your customers from taking action or limit their choices
of solutions? i.e. spending power, budget, no cash, network connection, available devices.

Customer expects to save time, money, power consumption and quality of work

5. AVAILABLE SOLUTIONS   AS

Which solutions are available to the customers when they face the problem

or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking

There are many solutions and it will be expensive in all time. Poor people and middle class people can't afford the cost soo this gadget may help them to reduce the cost and set a peaceful mind.

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

Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one; explore different sides.

It is difficult to monitor the child for 24/7 and today we can't trust any caretaker.

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?
i.e. customers have to do it because of the change in regulations.

Modern world is fulfilled with crime and insecure soo parents should be alert with safety measures

7. BEHAVIOUR   BE

What does your customer do to address the problem and get the job done?
i.e. directly related: find the right solar panel installer, calculate usage and

It is impossible to monitor the child for 24/7. This will increases the work pressure

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.

In this modern world we should be advanced and should be socialized with the neighbors this idea make sure and develop a curiosity among the customers.

4. EMOTIONS: BEFORE / AFTER `EM`

How do customers feel when they face a problem or a job and afterwards? i.e. lost, insecure > confident, in control - use it in your communication strategy & design.

Before: Parents was always in a divergent thinking and generates negative thoughts
After: Set up a peace of mind and positivity enhances

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.

We are developing an circuit and web application for transmitting the alert message to parents

8. CHANNELS of BEHAVIOUR `CH`

8.1 ONLINE
What kind of actions do customers take online? Extract online channels from #7

8.2 OFFLINE
What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.

ONLINE: Web application GPS module communication.

OFFLINE: Distance calculations gadget using time.