

# Smart Waste Management System For Metropolitan Cities

Team ID : PNT2022TMID17659

SCENARIO	Entice	Enter	Engage	Exit	Extend
	How does someone initially become aware of this process?	What do people experience as they begin the process?	In the core moments in the process, what happens	What do people typically experience as the process fnishes?	What happens after the experience is over?
<div>Steps</div> <div>What does the person (or group) typically experience?</div>	<div>FRUSTRATIONS</div> <div>waste collector gets fed up because of constantly checking the binswaste collector gets fed up because of constantly checking the bins</div>	<div>Dilemma</div> <div>The employer grows uneasy due to increase in expense because of scouting</div>	<div>Diconfrontationlemma</div> <div>after arrival at the location the collector has to deal with the spilled waste</div>	<div>Negligence</div> <div>recklessness and unthoughtful actions and not dealing with situation</div>	<div>Outcome</div> <div>undealt waste ultimately leads to conatamination</div>
<div>Interactions</div> <div>What interactions do they have at each step along the way? Things: What digital touchpoints or physical objects would they use? Places: Where are they? People: Who do they see or talk to?</div>	<div>Surveillance</div> <div>continous monitoring of the levels of bins by means of mobile application</div>	<div>Alerts</div> <div>gets timely alerts upon the overflow of data</div>	<div>Route Optimzation</div> <div>provides with best possible routes towards destination</div>	<div>Forecasting</div> <div>Provides an insight means of database</div>	<div>Scheduling</div> <div>provides a routine or timely pickup</div>
<div>Goals &amp; motivations</div> <div>At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")</div>	<div>Reachingout to someone to take care of flls</div>	<div>Request assistance in timely pickup</div>	<div>efforts to minimise the expenditure</div>		<div>refreshing atmospheric conditions to public</div>
<div>Positive moments</div> <div>What steps does a typical person fnd enjoyable, productive, fun, motivating, delightful, or exciting?</div>	<div>is easy to collect the waste</div>	<div>Time and fuel is saved</div>	<div>No need of continuous manual monitoring</div>	<div>Economically benefcial</div>	<div>Cleanliness of streets</div>
<div>Negative moments</div> <div>What steps does a typical person fnd frustrating, confusing, angering, costly, or time-consuming?</div>	<div>Inability to access</div>	<div>Lack of training to the Personals</div>	<div>Temporary server down</div>	<div>Incompetence to use the technology</div>	<div>Startup cost</div>
<div>Areas of opportunity</div> <div>How might we make each step better? What ideas do we have? What have others suggested?</div>	<div>Stability Considerations</div>		<div>compactability</div>	<div>Incompetence to use the technology</div>	<div>maitnanence problem scenario</div>