PROJECT DESIGN PHASE 1 PROBLEM SOLUTION

Problem-Solution fit canvas 2.0	Purpose: To create an child safety gadget	
Oretaker Parent	6.CUSTOMER CONSTRAINTS • Easy to use • compatible and weightless • low cost	5.AVAILABLE SOLUTION • Knowlege about setting geofence • Device • Internet
2. JOBS -TO- BE-DONE/ PROBLEMS • To manage data store • network connectivity? • To alert the parents in case of emergency	9. PROBLEM ROOT CAUSE • Crimes • missing children • Irresponsible parents	7. BEHAVIOUR Tracking devices for kids provide you with real-time GPS details of your child's location. This is extremely useful tool when your child is walking to a friends house from any instant distance where your child's current whereabout could be uncertain.
3. TRIGGERS social media neighbour places fear of losing child	10. YOUR SOLUTION Gadget ensure the safety and tracking of children. The android app use GPS and moblie service to find the child location and secretly stored accurate location without knowing the children	B CHANNELS of BEHAVIOR ONLINE web applicationGPS module communication
4.EMOTIONS: BEFORE/ AFTER Parents are panic that they lost the child They fell happy after they find the child		Web application GPS module communication # OFFLINE Distance Calculations gadget using time

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