

## Project Design Phase-II

### Problem Solution fit

<b>Date</b>	29 September 2022
<b>Team ID</b>	PNT2022TMID46387
<b>Project Name</b>	Personal Assistance for Seniors Who Are Self Reliant
<b>Maximum Marks</b>	2 Marks

### Problem Solution fit Statement:

Some people find it difficult to learn new apps in this ever-expanding digital environment, and people nowadays tend to forget things more easily, such as taking their prescriptions. People need a way to remember to take their prescriptions without having to learn how to use sophisticated programs.

### Template:

<b>1. CUSTOMER SEGMENT(S)</b> Who is your customer?  The elder peoples those who are forget to take medicines on time	<b>CS</b>	<b>6. CUSTOMER CONSTRAINTS</b> What constraints prevent your customers from taking action or limit their choices of solutions?  Being aged and having less knowledge on technology are the major constraints.	<b>CC</b>	<b>5. AVAILABLE SOLUTIONS</b> 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  The existing solutions are some medicine reminder system which only gives alarm, but our app remind the patients with medicine name and amount of intakings & also giving alert to caretakers are the pros of our solution	<b>AS</b>
<b>2. JOBS-TO-BE-DONE / PROBLEMS</b> Which jobs-to-be-done (or problems) do you address for your customers?  An app should remind medicine on time through voice commands. When patients forget to take medicine, it alerts the caretakers of those patients	<b>J&amp;P</b>	<b>9. PROBLEM ROOT CAUSE</b> What is the real reason that this problem exists? What is the back story behind the need to do this job?  The major reason behind the problem is aging and the forgetfulness of the patients to take medicines on time. It makes aged patients' body condition weak and it should be addressed.	<b>RC</b>	<b>7. BEHAVIOUR</b> What does your customer do to address the problem and get the job done?  The patients need to update their medicines details & the time of intaking to their caretakers	<b>BE</b>
<b>3. TRIGGERS</b> What triggers customers to act? i.e. seeing their neighbour installing  Seeing their friends using this app and getting recovery easily. Doctors and caretakers advise using the app	<b>TR</b>	<b>10. YOUR SOLUTION</b> 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.  It is the usual thing for older patients to forget to take their medicines on time. so our solution is to make an app that reminds elders to take medication on time.	<b>SL</b>	<b>8. CHANNELS OF BEHAVIOUR</b> 8.1 ONLINE What kind of actions do customers take online? Extract online channels from #7  Through online, patients & caretakers can see the medicines and the time of intaking.	<b>CH</b>
<b>4. EMOTIONS. BEFORE / AFTER</b> How do customers feel when they face a problem or a job and afterwards?  Before, patients feel worried and stressed about their health. But after using this app, they feel productive & happy about their health	<b>EM</b>			<b>8.2 OFFLINE</b> What kind of actions do customers take offline? Extract offline channels from #7  Through offline, patients can get alerting sound with medicine name, that helps patients to take medicines on time.	

