## Project Design Phase-I

## **Problem Solution Fit**

**Team ID:** PNT2022TMID41050

## **Problem Solution Architecture:**

0. Vision		
1. CUSTOMER SEGMENT(S)	6. CUSTOMER LIMITATIONS	5. AVAILABLE SOLUTIONS
<b>2.</b> PROBLEMS / PAINS  + frequency	9. ROOT / CAUSE of Problem	<b>7.</b> BEHAVIOR + its intensity
<b>3.</b> TRIGGERS TO ACT	10. YOUR SOLUTION  © Daria Nepriakhina / IdeaHackers.nl	8. CHANNELS OF BEHAVIOR online + offline
<b>4. EMOTIONS</b> before & after		