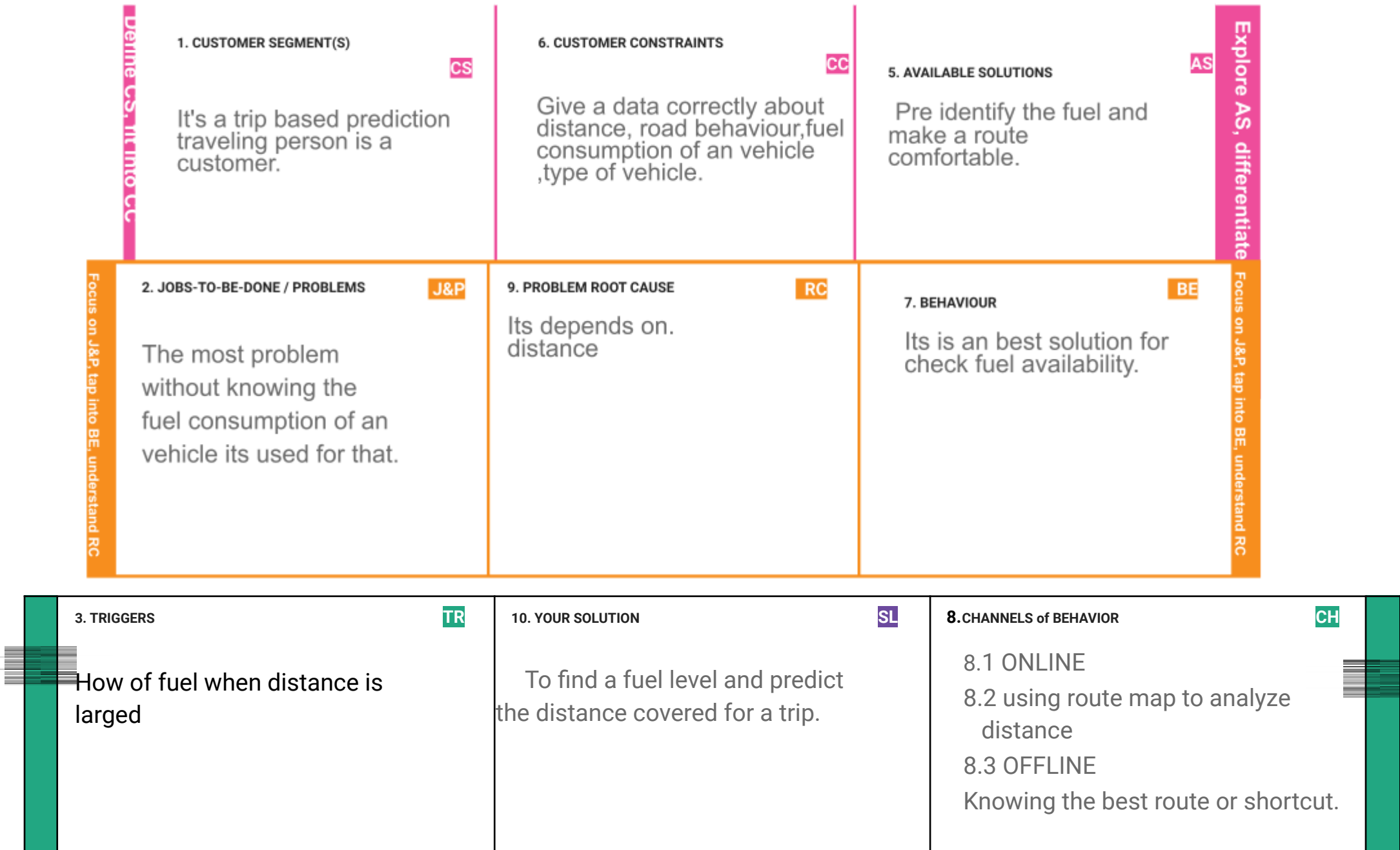**Project Design Phase-I**
Project Title: Trip Based Modeling of Fuel Consumption in Modern Fleet Vehicles Using Machine Learning
Team ID: PNT2022TMID46701

Define CS, fit into CC

1. CUSTOMER SEGMENT(S) — CS

It's a trip based prediction traveling person is a customer.

6. CUSTOMER CONSTRAINTS — CC

Give a data correctly about distance, road behaviour, fuel consumption of an vehicle, type of vehicle.

5. AVAILABLE SOLUTIONS — AS

Pre identify the fuel and make a route comfortable.

Explore AS, differentiate

Focus on J&P, tap into BE, understand RC

2. JOBS-TO-BE-DONE / PROBLEMS — J&P

The most problem without knowing the fuel consumption of an vehicle its used for that.

9. PROBLEM ROOT CAUSE — RC

Its depends on. distance

7. BEHAVIOUR — BE

Its is an best solution for check fuel availability.

Focus on J&P, tap into BE, understand RC

3. TRIGGERS — TR

How of fuel when distance is larged

10. YOUR SOLUTION — SL

To find a fuel level and predict the distance covered for a trip.

8. CHANNELS of BEHAVIOR — CH

8.1 ONLINE

8.2 using route map to analyze distance

8.3 OFFLINE

Knowing the best route or shortcut.

4. EMOTIONS: BEFORE / AFTER EM

Before:no idea about fuel consumption of vehicle
After:Have good trip by easy knowing about traveling behavior of vehicle.