Project Title: **Smart fashion**   **Project Design Phase-I - Solution Fit**   **Team ID:** PNT2022TMIDxxxxxx

Define C.S, fit into... | Explore AS, differ...

1. CUSTOMER SEGMENT(S)   **CS**

Who is your customer?
The persons age range 12-60 are our users

6. CUSTOMER

What constraints prevent your customers from taking action or limit their choices
of solutions? i.e. spending power, budget, no cash, network connection, available devices.

5. AVAILABLE SOLUTIONS

Which solutions are available to the customers

or need to get the job done? What have they tried in the past? What pros & cons do these solutions have?
Since our application consists of chatbots the user can
easily search their products

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

2. JOBS-TO-BE-DONE / PROBLEMS

Which jobs-to-be-done (or problems) do you address for your customers? There could be
more than one:

9. PROBLEM ROOT CAUSE   **RC**

What is the real reason that this
problem exists? What is the back
story behind the need to do this
job?
The current trends, customer pain points
regarding application, server problems

7. BEHAVIOUR   **BE**

Customer purchase through our application

3. TRIGGERS `TR`

What triggers customers to act? i.e. seeing their neighbour installing Buying the current trend product which makes the other customers to buy the same

4. EMOTIONS: BEFORE / AFTER `EM`

How do customers feel when they face a problem or a job and afterwards? After collection the pain points we solve it and after they are solved the customer will have user friendly interface and flow which make user convenient.

10. YOUR SOLUTION `SL`

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, solves a problem and matches customer behaviour.

8. CHANNELS of BEHAVIOUR `CH`

8.1   ONLINE
marketing and advertising

8.2   OFFLINE
server updateds