

# Project Design Phase-I

## Problem Solution Fit

|              |  |
|--------------|--|
| Date         | 10 October 2022                        |
| Team ID      | PNT2022TMID38670                       |
| Project Name | Retail Store Stock Inventory Analytics |

### Problem Solution Fit :

| Problem-Solution Fit canvas  |  | Purpose / Vision   | Version: |
|--|--|--|----------|
| <b>1. CUSTOMER SEGMENT(S)</b><br>1.loyal customer<br>2.Impulse customer<br>3.Need based customer<br>4.Wandering customers<br>5.Potential customer  | <b>6. CUSTOMER LIMITATIONS</b> <small>E.G., BUDGET, DEVICE</small><br>1.Security concerns<br>2.Inadequate capital<br>3.Declining quality Customer service<br>4.The goods they sell may not be fresh  | <b>5. AVAILABLE SOLUTIONS</b> <small>PLUSES &amp; MINUSES</small><br>1.Respond quickly to all customer feedback<br>2.Use creative and unexpected return policies<br>3.Find a workaround when items are out of stocks |          |
| <b>2. PROBLEMS / PAINS</b> + ITS FREQUENCY<br>1.keeping up with overstocks<br>2.Lack of inventory visibility<br>3.Tracking obsolete material<br>4.Lack of expertise and poor communication   | <b>9. PROBLEM ROOT / CAUSE</b><br>1.stock overflow/underflow is the major problem in retail store<br>2. Product price<br>3.Having an undeveloped brand<br>4.Misjudgement of the customer demand  | <b>7. BEHAVIOR</b> + ITS INTENSITY<br>1. Use and disposal of products<br>2. Background factors influencing their decision to buy something<br>3. Customer requirement of the product                                 |          |
| <b>3. TRIGGERS TO ACT</b><br>1. Awareness<br>2. launch New products<br>3. cash through inexpensive upsells<br>4. Attractive offers<br><b>4. EMOTIONS</b> <small>BEFORE / AFTER</small><br>1.Hope 1.Anger<br>2.Satisfaction 2.Fear<br>3.Happiness 3.Expensive<br>4.Gartitude 4.delaying | <b>10. YOUR SOLUTION</b><br>It minimise the storage cost, stock overflow, stock underflow, also it increase the company growth<br>Use of historical customer data, seasonality effects, market trends, customer behavior you can build models that predict your stock needs. | <b>8. CHANNELS of BEHAVIOR</b><br><b>ONLINE</b><br>1. Convenience<br>2. payment<br>3. Availability<br><b>OFFLINE</b><br>1. Retail<br>2. Wholesale<br>3. Direct-to-consumer   |          |