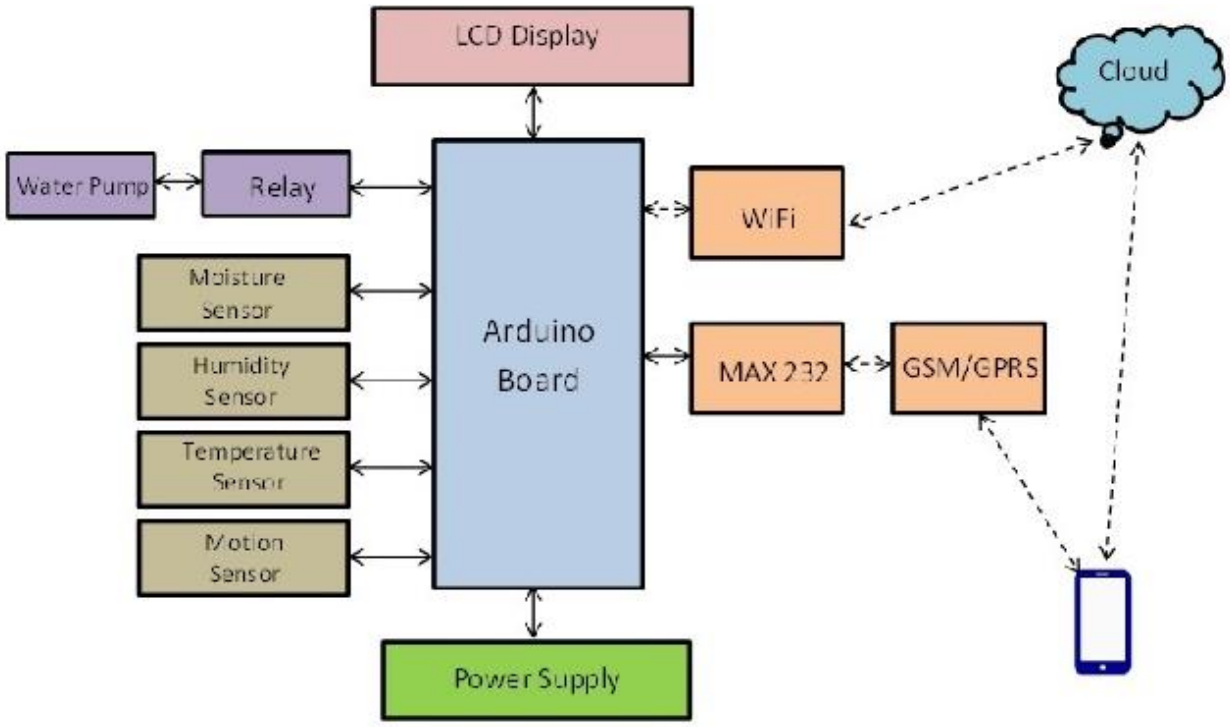
PROJECT DESIGN PHASE-1

SOLUTION FIT DOCUMENT AND SOLUTION ARCHITECTURE

DATE	3 OCTOBER 2022
TEAM ID	PNT2022TMID51460
PROJECT NAME	IOT ENABLED SMART FARMING APPLICATION

SOLUTION ARCHITECTURE



1.CUSTOMER SEGMENT(S) Farmers can be sub-segmented under three categories micro, small, or marginal; emerging and large; or commercial farmers either based on farm surplus, gross revenue, or land under cultivation.	4.EMOTIONS:BEFORE/AFTER Before: Farmers feel very insecurity about crops while they growing. After: Farmers can monitor All the sensor parameter by using A web or mobile application even if they not near the field. 6.CUSTOMER CONSTRAINT(S) At the time of raising farm production, the basic constraints are land (primarily the fixed land), modern technologies, irrigation, money, and machinery.	5.AVAILABLE SOLUTION By now, most of us are quite familiar with reports on population growth, global warming, consumer demands, etc., and the pressure on our planet's supply of food, water and land. It is worth noting that farmers have long leveraged technological breakthroughs to adapt agricultural practices to changing times, and this era is no exception, particularly with the emergence of Smart Agriculture**.**
2.JOBS TO BE DONE/PROBLEMS • Invest in farm productivity • Adopt and learn new productivity • Cope with climate changes , soil erosion and biodiversity loss.	7.BEHAVIOUR Farming is a behavior in which an organism promotes the growth and reproduction of other organism in or on a substrate as a food source. A number of trace fossils have been suggested to record the occurrence of farming behavior.	9.PROBLEM ROOT CAUSE Root Cause Farm is a non-profit organization growing community solutions to hunger and working towards a just, equitable, and resilient food system where all types of hunger are nourished..
3.TRIGGERS Agricultural communities developed approximately 10,000 years ago when humans began to domesticate plants and animals. By establishing domesticity, families and larger groups were able to build communities and transition from a nomadic hunter-gatherer lifestyle dependent on foraging and hunting for survival.	8.CHANNELS OF BEHAVIOR Farmers producing agricultural produce are scattered in remote **villages** while consumers are in semi-urban and urban areas.	10.YOUR SOLUTION The main goal of this project is to create the farmers to monitor the sensor parameter by using a web or mobile application even if they not near the field.