

## PROJECT DESIGN PHASE-I

### PROBLEM SOLUTION FIT

TEAM ID : PNT2022TMID34283

1.CUSTOMER SEGMENTS(CS)	6.CUSTOMER CONSTRAINTS (CC)	5.AVAILABLE SOLUTIONS(AS)
There were two customers: <input type="checkbox"/> Deaf and Dumb People who can't convey the message properly. <input type="checkbox"/> The normal People who are trying to communicate them were customers.	<ul style="list-style-type: none"><li>• Specially Abled Person use their hand signals to get communicate with other.</li><li>• Normal people will face difficulty in understanding the sign language.</li></ul>	<input type="checkbox"/> CNN to identify the hand gestures. <input type="checkbox"/> AI to communicate with gesture and voice <input type="checkbox"/> Flask to develop application.
2. JOBS TO BE DONE	9. PROBLEM ROOT CAUSE(RC)	7. BEHAVIOUR(BE)
<ul style="list-style-type: none"><li>• Create an efficient app to convert hand gestures to voice and text.</li><li>• Develop cnn model to recognize the voice and text.</li><li>• Developing and Training the Dataset is major task</li></ul>	<ul style="list-style-type: none"><li>• The Communication barrier is root cause.</li><li>• Problem of conveying message properly to the normal people.</li><li>• The proper expression of the feel was not expressed</li></ul>	<input type="checkbox"/> Searching the medium to express the feelings. <input type="checkbox"/> Searching a device to get translate.
3. TRIGGERS(TM)	4. YOUR SOLUTION(SL)	8.CHANNELS OF BEHAVIOUR (CH)
<input type="checkbox"/> The ability of the customers to communicate efficiently at serious and necessary situations.	<input type="checkbox"/> This application help in communication between the normal people and dumb and deaf people	The Application developed by us is the main channel of the behavior. Online translation is also and Channel of Behaviour.