

PROJECT DESIGN PHASE – I

SOLUTION FIT

TEAM ID: PNT2022TMID24187

SMART FARMER: IoT Enabled Smart Farming Application

1.CUSTOME SEGMENT(s) Customers involve in this project are <ul style="list-style-type: none"> • Large scale farmers • Remote farmers 	6.CUSTOMER LIMITATIONS The customer needs a solution which will solve the problems in farming when he is in a remote location and that solution should fulfil the following needs. <ul style="list-style-type: none"> • Cost efficient • Low power consumption • Time efficient 	5.AVAILABLE SOLUTIONS We can give solutions to this problem by using the Smart Farming Application which collects the Moisture level data from the field and operate in the basis of that moisture level
2.JOBS TO BE DONE The Customers want to automate the irrigation process, reduce cost of manual workers and minimize the power consumption	9.PROBLEM ROOT/CAUSE The route cause for Smart farming Application is farmer's need to be feel comfortable.	7.BEHAVIOUR The customer needs to make a revolutionary change in farming by means of modern technologies.
3.TRIGGERS Farmers are facing many problems while farming in traditional manner. This triggers the Smart Farming Applications.	10.SOLUTION Our solution for this project is to give environment sustainable Product for the farming in modern era with reduced cost and with best efficiency.	8.CHANNELS OF BEHAVIOUR The channels of behaviour recombine the ration of the following <ul style="list-style-type: none"> • Online • Offline
4.EMOTIONS Farmers feel very relaxed and feel stressless while working in field.		

