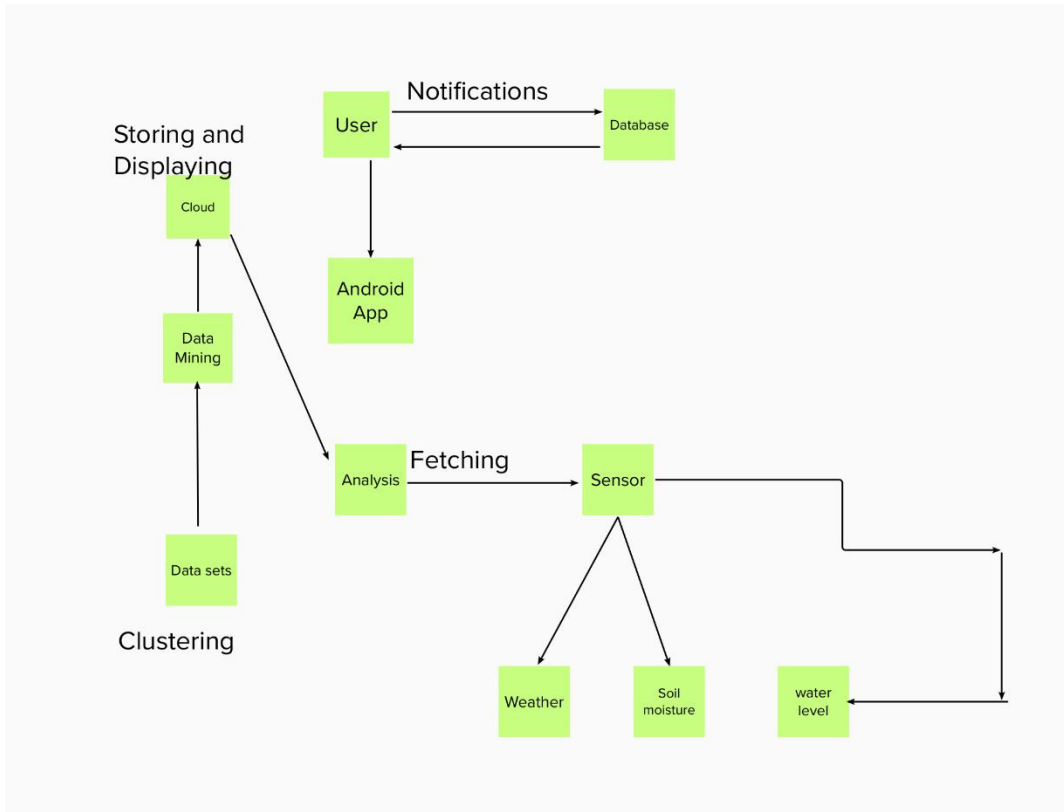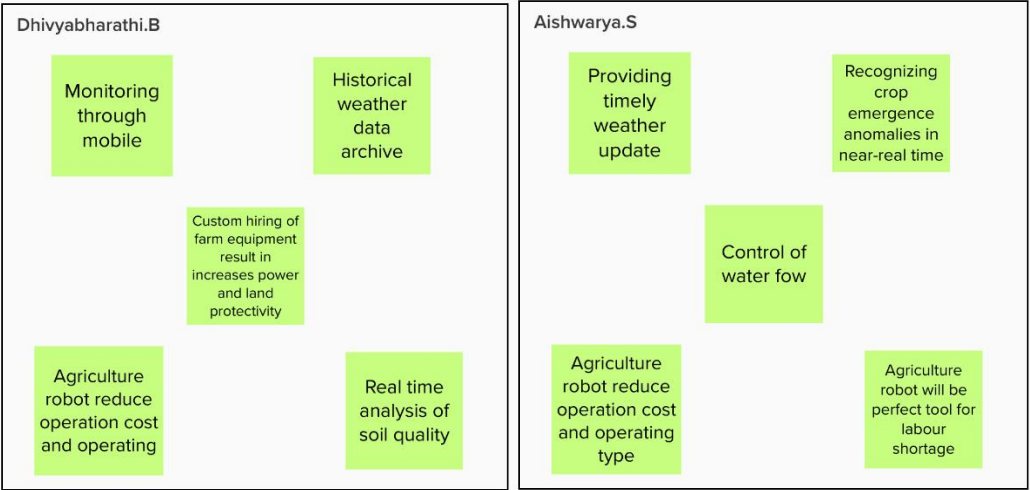**Ideation Phase**

Date	05.11.2022
Team ID	PNT2022TMID07443
Project Name	SmartFarmer - IoT Enabled Smart Farming Application
Maximum Marks	4 Marks

Problem Statement:

- To increase the number of young farmers by motivating young people to continue, return to, or enter farming to replace older farmers.
- To help young farmers to become agricultural leaders in their communities.
- To create collaborative networks among relevant stakeholders for the development of the agricultural sector of the country.
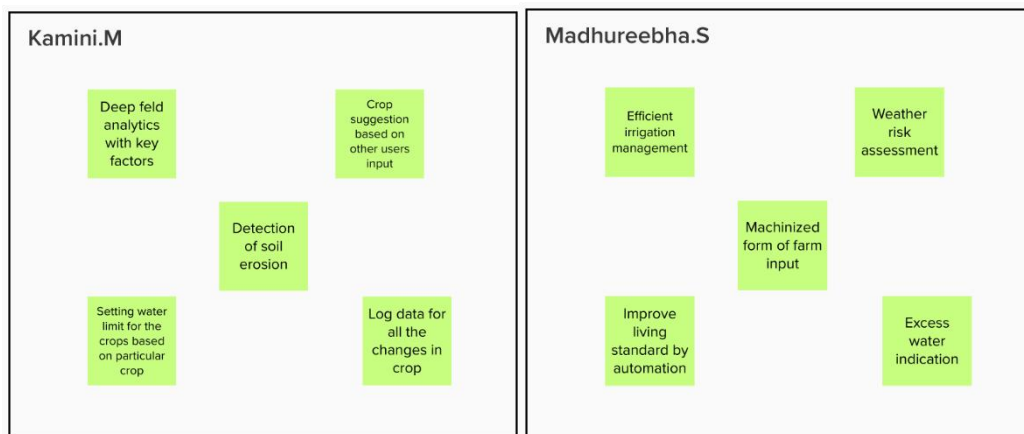
Ideas to address with problem statement:

Kamini.M

- Deep feld analytics with key factors
- Crop suggestion based on other users input
- Detection of soil erosion
- Setting water limit for the crops based on particular crop
- Log data for all the changes in crop

Madhureebha.S

- Efficient irrigation management
- Weather risk assessment
- Machinized form of farm input
- Improve living standard by automation
- Excess water indication

Dhivyabharathi.B

- Monitoring through mobile
- Historical weather data archive
- Custom hiring of farm equipment result in increases power and land protectivity
- Agriculture robot reduce operation cost and operating
- Real time analysis of soil quality

Aishwarya.S

- Providing timely weather update
- Recognizing crop emergence anomalies in near-real time
- Control of water fow
- Agriculture robot reduce operation cost and operating type
- Agriculture robot will be perfect tool for labour shortage

Prioritize:

Importance

If each of these tasks could get done without any difficulty or cost which would have the most positive impact?

Feasibility

Regardless of their importance, which tasks are more feasible than others? (Cost, time, effort, complexity, etc)

Keeping agriculture green

Create a web application

Prevent damage of crops of using sensors

Analyzing the moisture

Should have interactive interface

Customizing of farm equipment result in increased power and land productivity

Analyzing the humidity

Analyzing the temperature

To notify using SMS service

TIP

Participants can use their cursors to point a where sticky notes should go on the grid. The facilitator can confirm the spot for using the laser pointer holding the H key on the keyboard.