Project Design Phase-I

Problem-Solution Fit

Date	1 October 2022
Team ID	PNT2022TMID29677
Project Name	Project-IOT Based Safety Gadget For Child Safety Monitoring And Notification
Maximum Marks	2 Marks

Problem-Solution fit canvas 2.0

Purpose: To create an child safety gadget

Define CS, fit into CC	**1.CUSTOMER SEGMENT** • Caretaker • Parent	**6.CUSTOMER CONSTRAINTS** • Easy to use • compatible and weightless • low cost	**5.AVAILABLE SOLUTION** • Knowlege about setting geofence • Device • Internet	Explore AS, differentiate
Focus on J&P, tap into BE, understand RC	**2. JOBS -TO- BE-DONE/ PROBLEMS** • To manage data store • network connectivity? • To alert the parents in case of emergency	**9. PROBLEM ROOT CAUSE** • Crimes • missing children • Irresponsible parents	**7.BEHAVIOUR** Tracking devices for kids provide you with real-time GPS details of your child's location. This is extremely useful tool when your child is walking to a friends house from any instant distance where your child's current whereabout could be uncertain.	Focus on J&P, tap into BE, understand RC
Identify strong TR & EM	**3. TRIGGERS** • social media neighbour • places fear of losing child **4.EMOTIONS: BEFORE/ AFTER** • Parents are panic that they lost the child They fell happy after they find the child	**10. YOUR SOLUTION** • Gadget ensure the safety and tracking of children. The android app use GPS and moblie service to find the child location and secretly stored accurate location wihout knowing the children	**8 CHANNELS of BEHAVIOR** • **81 ONLINE** • web applicationGPS module communication **82 OFFLINE** • Distance Calculations gadget using time	Extract online & offline CH of BE