Project Design Phase-I
Problem – Solution Fit

Date	25 October 2022
Team ID	PNT2022TMID20992
Project Name	Digital Naturalist - AI Enabled tool for Biodiversity Researchers
Maximum Marks	2 Marks

1. CUSTOMER SEGMENT(S) `CS`

- Archaeologist
- Ornithologist
- Entomologist
- Common people

6. CUSTOMER `CC`

- **Anxiety-**customer began to get anxious when they still no idea about what they have found.
- **Mysteries-**they might Called it mysteries which they can't able to conclude it (founded thing) and give up.

5. AVAILABLE SOLUTIONS `AS`

- By searching in books, e-books, online websites etc...
- By gathering the information from the peoples and come to understanding.

2. JOBS-TO-BE-DONE / PROBLEMS `J&P`

- Solving the customer doubts about the flora and fauna.
- Giving the necessary information for particular thing which needs for customer

9. PROBLEM ROOT CAUSE `RC`

- Lack of study in the sequence of things
- Unaware of the object
- New to environment

7. BEHAVIOUR `BE`

- When the user Don't have the knowledge about particular thing (flora and fauna) this kind of situation occurs.

3. TRIGGERS `TR`

- Seeking for self-gratification by identity the thing
- To help peoples to get extra knowledge about the thing in (flora and fauna)

4. EMOTIONS: BEFORE / AFTER `EM`

- **Before:** unease about something with an uncertain outcome (showing worry)
- **After:** pleasure of blessedness and brightness in face.

10. SOLUTION `SL`

This system is built by using the image/object recognition and classification neural network. By using this system, we can capture the image of any animals and plants and can obtain the information about the flora and fauna at any time.

8. CHANNELS of BEHAVIOUR `CH`

8.1 ONLINE

- Online websites
- Social media platforms

8.2 OFFLINE

- Customer throw words