

Define CS, fit into	1. CUSTOMER SEGMENT(S) CS <p>Body Builder Athlete Boxer</p>	6. CUSTOMER CONSTRAINTS CC <p>Network connection, Available device, Quality camera</p>	5. AVAILABLE SOLUTIONS AS <p>Try to eat more protein and fat, and less simple sugars.</p>	Explore AS, differ
	2. JOBS-TO-BE-DONE / PROBLEMS J&P <p>To provide right nutrition for particular needs. i.e. Nutrition according to separate fitness people.</p>	9. PROBLEM ROOT CAUSE RC <p>In addition to consuming sufficient amounts of calories and macronutrients, athletes may also require more vitamins, minerals, and other nutrients for peak recovery and performance.</p>	7. BEHAVIOUR BE <p>The sum of all planned, spontaneous, or habitual actions of individuals or social groups to procure, prepare, and consume food as well as those actions related to storage and clearance.</p>	
Focus on J&P, tap into BE, understand	3. TRIGGERS TR <p>Market levels will trigger the customers to act</p>	10. YOUR SOLUTION SL <p>the app delivers nutrition-based analytics and data to its users and becoming a leading platform for delivering AI fitness services</p>	8. CHANNELS of BEHAVIOUR CH <p>8.1 ONLINE The system will give result in online mode.</p> <p>8.2 OFFLINE What kind of actions do customers take offline? Extract offline channels from and use them for customer development.</p>	Focus on J&P, tap into BE, understand
	4. EMOTIONS: BEFORE / AFTER EM <p>lost, worried > Happy, confident</p>			