

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

- 🕒 10 minutes to prepare
- 🕒 1 hour to collaborate
- 👤 2-8 people recommended

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## Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.



- A Team gathering**  
Define who should participate in the session and send an invite. Share relevant information or pre-work ahead.
- B Set the goal**  
Think about the problem you'll be focusing on solving in the brainstorming session.
- C Learn how to use the facilitation tools**  
Use the Facilitation Superpowers to run a happy and productive session.

### PROBLEM STATEMENT

Over the past ten years, the number of automobiles produced has steadily increased in 2016, more over 70 million passenger vehicles were delivered. This has led to the growth of the trade-in automobile market, which is now a booming sector of the economy. The car resale value prediction system is made for general purpose to just predict the amount that can be roughly acquired by the user. Pricing or valuing a car is crucial for buying and selling a car. The system will help the user to get a better estimate of the value of their vehicle and the estimated selling price. When it comes to buyers, they too are given information about the maximum price that should be paid for a specific car. Therefore, the main objective of this project is predict the resale value of the car using machine learning algorithm. Random forest regressor is used for predicting the resale price of the car with the features like gear-type, fuel-type, model, seller etc.,

## PROBLEM

### CAR RESALE VAL PREDICTION

INDIVIDUAL TEAM MEMBERS IDEA

THILAKAVARSHINI

```

graph TD
    A[Collecting data] --> B[Securing the system on protection]
    B --> C[Protection]
  
```

GURU PRASA

```

    Estimating collection
    ↓
    Related preprocessing
    ↓
    finding the subset rules
    for prediction
    ↓
    predicting the
    smooth value
  
```

SRI VAISHNAVI

```

graph TD
    A[Analyzing the algorithm] --> B[choosing the suitable algorithm]
    B --> C[Training the model]
    C --> D[Evaluation]

```

SIVARAMAN |

dataset collection  
↓  
Improving the dataset  
↓  
Training the model  
(algorithm with dataset)  
↓  
Testing the model  
↓  
Deployment

**TIP**  
You can select a sticky note and hit the pencil [switch to sketch] icon to start drawing.

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### Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. In the last 10 minutes, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you can break it up into smaller sub-groups.

20 minutes

```

graph LR
    A[PROBLEM STATEMENT] --> B[ANALYSIS OF THE PROBLEM]
    B --> C[DETERMINATION OF THE FUZZY LOGIC CONTROLLER]
    C --> D[DETERMINATION OF THE FUZZY LOGIC CONTROLLER]
    C --> E[DETERMINATION OF THE FUZZY LOGIC CONTROLLER]
    D --> F[DESIGN OF THE FUZZY LOGIC CONTROLLER]
    E --> F
  
```

The flowchart illustrates the proposed methodology for the design of a fuzzy logic controller. It begins with a box labeled 'PROBLEM STATEMENT', which points to 'ANALYSIS OF THE PROBLEM'. From 'ANALYSIS OF THE PROBLEM', the flow splits into two parallel paths: 'DETERMINATION OF THE FUZZY LOGIC CONTROLLER' and 'DETERMINATION OF THE FUZZY LOGIC CONTROLLER'. Both paths converge at the final step, 'DESIGN OF THE FUZZY LOGIC CONTROLLER'.

**TIP**

Add customizable tags to stick notes to make it easier to find, browse, organize, and categorize important ideas as themes within your mural.

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## Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

20 minutes

**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.)



### After you collaborate

You can export the mural as an image or pdf to share with members of your company who might find it helpful.

### Quick add-ons

- A Share the mural**  
Share a view link to the mural with stakeholders to keep them in the loop about the outcomes of the session.
- B Export the mural**  
Export a copy of the mural as a PNG or PDF to attach to emails, include in slides, or save in your drive.

Keep moving forward

- 
**Strategy blueprint**  
 Define the components of a new idea or strategy.  
[Open the template](#) →
  - 
**Customer experience journey map**  
 Understand customer needs, motivations, and obstacles for an experience.  
[Open the template](#) →
  - 
**Strengths, weaknesses, opportunities & threats**  
 Identify strengths, weaknesses, opportunities, and threats (SWOT) to develop a plan.  
[Open the template](#) →

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**Need some inspiration?**  
See a finished version of this template to kickstart your work.

[Open example](#)