

1. INTRODUCTION

- Overview
- Invitation

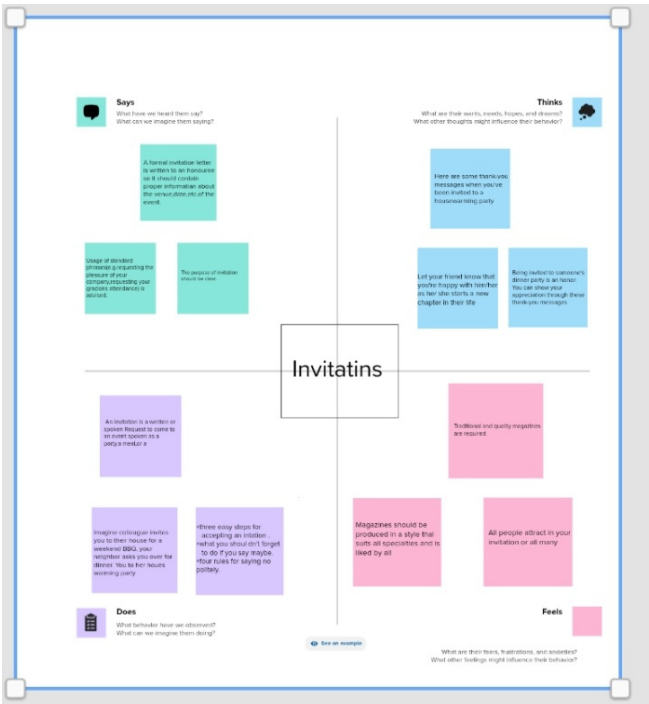
A brief description about your project

- Purpose
- create anyone invitation

The use of this project. What can be achieved using this.

1. Problem Definition & Design Thinking

- Empathy Map



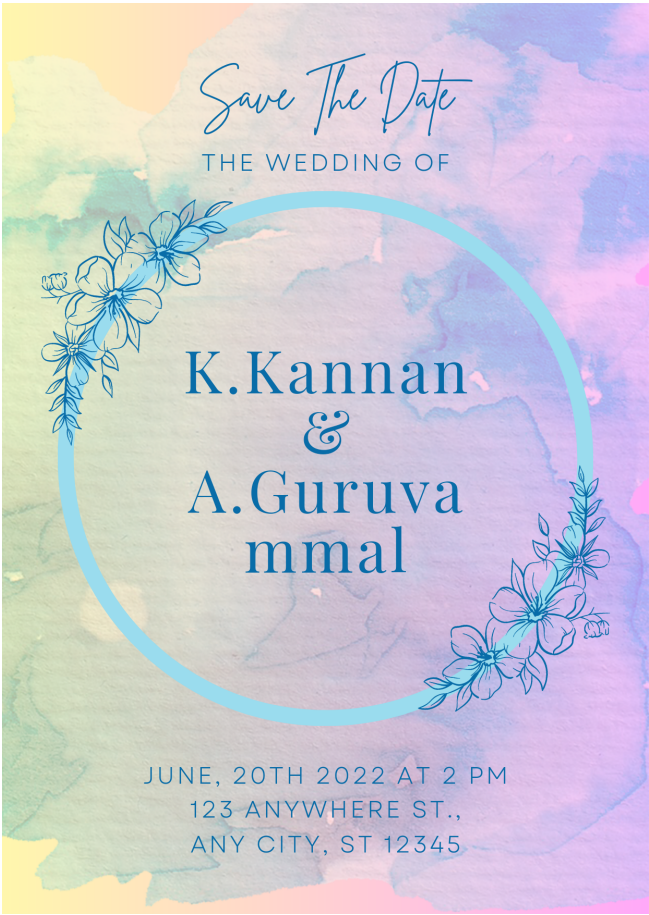
Paste the empathy map screenshot

- Ideation & Brainstorming Map





1. RESULT



1.

Final findings (Output) of the project along with screenshots.

- 1. ADVANTAGES & DISADVANTAGE
- 2. Save Money,faster Response Time,No Room for postal Errors,Better Organization

List of advantages and disadvantages of the proposed solution

- 1. APPLICATIONS
- 2. I am simply create the invitation

The areas where this solution can be applied

- 1. CONCLUS

An invitation is an invitation to introduce something to someone else

Conclusion summarizing the entire work and findings.

