#### DTIL PROJECT REPORT

ON

#### RAIN WATER HARVESTING SYSTEM

#### Submitted by,

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| 2. | Miss | . Turakane Sumita Sandip   | 2124UCEF1034 |
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| 5. | Mr.  | More Sujit Ravindra        | 2124UCEM1078 |
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#### F. Y. B-Tech CSE

Guide

Dr. Ajit Muzumdar

Prof. Pravin Chokakkar



In the academic Year 2024-25

Department of Computer Science and Engineering,

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#### **CERTIFICATE**

This is to certify that

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(F. Y. B-tech Computer)

Have successfully completed their DTIL Project report
On

#### **RAIN WATER HARVESTING SYSTEM**

Towards the Partial Fulfillment of Bachelor's Degree

**In Computer Science Engineering** 

**During the Academic year 2024 – 25** 

Prof. Pravin Chokakkar

Dr. Ajit Muzumdar

#### Acknowledgement

We would like to express our sincere gratitude to our esteemed project guides, Dr. Ajit Muzumdar and Mr. Pravin Chokakkar, for their invaluable guidance and support throughout our DTIL Project on "Rain Water Harvesting".

Through this project, our team gained a comprehensive understanding of the design thinking process, mind mapping, journey mapping, and prototype development. We developed essential skills in problemsolving, critical thinking, and collaboration. Their expertise and mentorship played a significant role in shaping our project and helping us to achieve our objectives. We are grateful for the time and effort they invested in our project.

We would also like to thank our group members for their active participation, cooperation, and contributions to the project. This project would not have been possible without the collaborative effort of our team.

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# Report

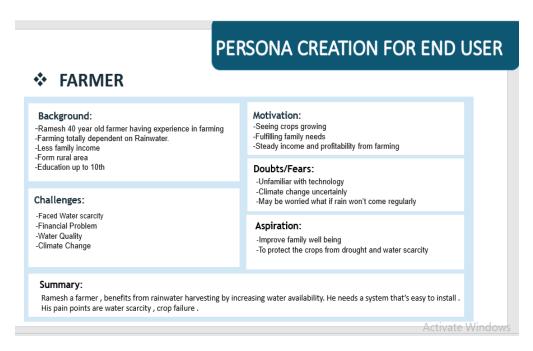
- 1. Topic Selection
- 2. End User Persona
- 3. Mind map
- 4. 5W1H activity
- 5. Theory of Prioritization
- 6. Problem Statement
- 7. SCAMPER Activity
- 8. Journey Map
- 9. Working of the App/Model
- 10. Discussion on the usability of the App/Model
- 11. Conclusion

| <b>Topic Selection</b> |  |  |                                   |
|------------------------|--|--|-----------------------------------|
|                        |  |  | Harvesting under conservation and |
|                        |  |  |                                   |
|                        |  |  |                                   |
|                        |  |  |                                   |
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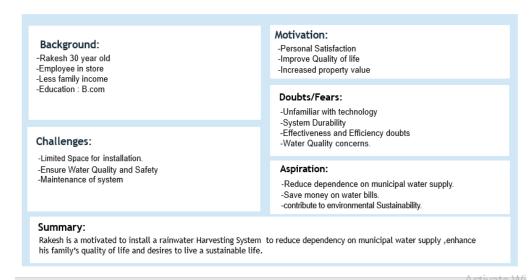
#### **End User Persona**

Persona contains a Background, Challenges faced, Motivation, Doubts and Fears, Aspiration and the summary of end users.

Our end users are Farmer, Homeowners .We created persona on this end users showing their background, their challenges and their pain points.

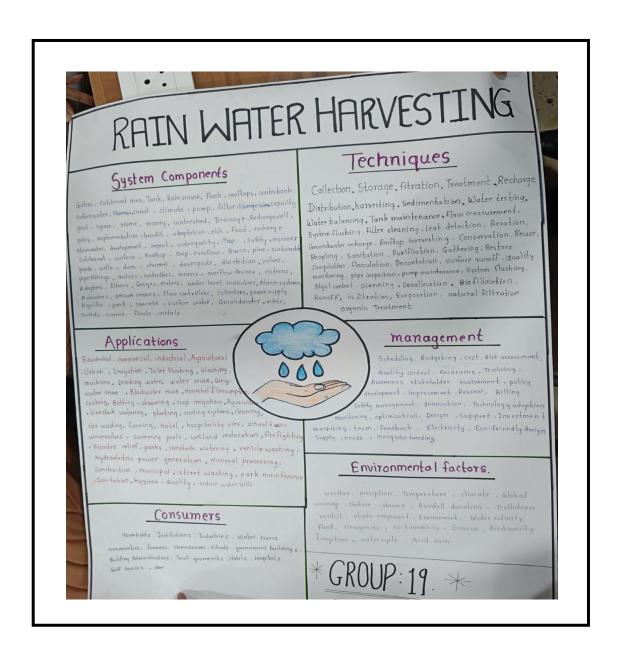


#### HOME OWNERS



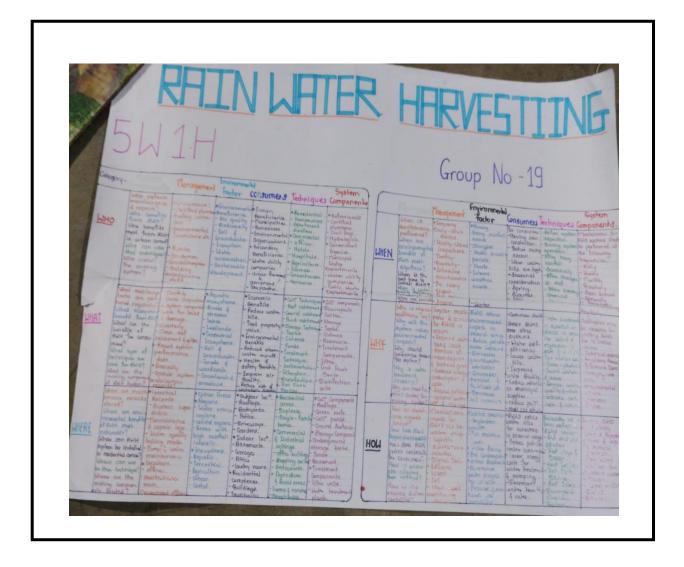
#### **Mind Map Activity**

Mind Map is Creative activity used to connect ideas. Mind Map visualizes your ideas and helps you to understand your topic. Through this Activity We found 210 words related to rainwater harvesting System then we categorized them into subtopics, which helped us to emphasize the topic in well mannered.



# **5W1H Activity**

5W1H is a activity in which we have to find the questions related to our topic. We applied this to our topic then we found the questions related to rainwater harvesting system, which helped us in clarifying the problems and projects importance and necessity.



# **Theory of Prioritization**

Theory of Prioritization is the process of finding the problems related to the topic and then assigning the weightage to each problem. As the problem which will having higher weightage will be most impactful and focusing point. We found the total nine problems and assigned weightage to each, and we got "Lack of Resources" with higher weightage of "5200".

| PROBLEMS WE FOUND RELATED TO RWH SYSTEM |           |  |
|---|-----------|--|
| PROBLEMS                                | WEIGHTAGE |  |
| Lack of Awareness                       | 3300      |  |
| Proper Maintenance                      | 4100      |  |
| Storage Capacity                        | 4100      |  |
| Seasonal Dependence                     | 2310      |  |
| Lack of Resources                       | 5200      |  |
| Government Support                      | 1500      |  |
| Water Scarcity                          | 3300      |  |
| Water Quality                           | 1500      |  |
| System Failure                          | 1500      |  |

# **Problem Statement** The resources, which are needed for installation of rainwater harvesting system, are not easily available, particularly in rural or undeveloped areas. People's faces difficulty in Accessing Rainwater Harvesting Components, because of lack of local suppliers.

### **SCAMPER Activity**

The SCAMPER Technique is a creative Problem-solving method. Its Acronym stands for:

S: Substitute (Replace a component or process)

C: Combine (Merge two or more Ideas)
A: Adapt (Adjust an Existing Solution)

M: Modify
P: Put to another use
E: Eliminate
(Change a Component or Process)
(Repurpose an existing Solution)
(Remove unnecessary components)

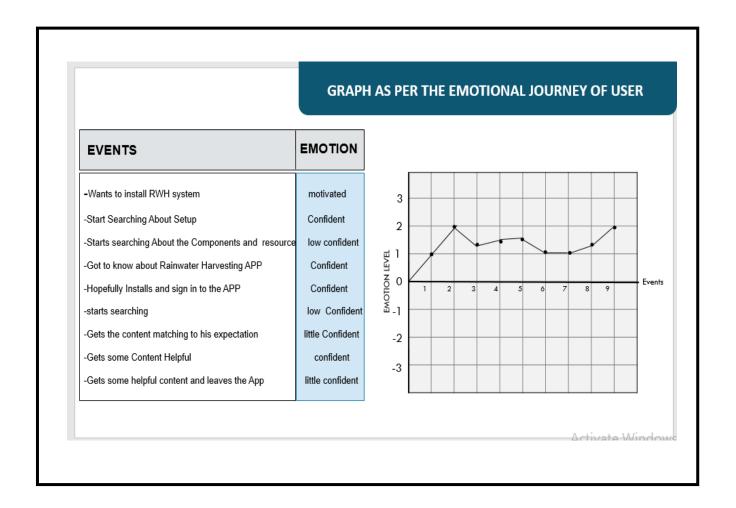
**R**: Rearrange (Reorganize existing elements)

#### WE USED "C- Combine "

By applying **SCAMPER** technique to our problem statement, we identified that we can **combine** online platform for component purchasing with offline installation services and companies through which Peoples can buy components online. Easily Resources will be available. Will Increase efficiency.

# Journey Map

Journey Map is the graphical representation of users experience with App. It is a powerful tool for understanding users need, identifying pain points and enhance user experience.



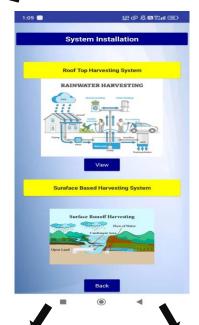
# Working of the App/Model







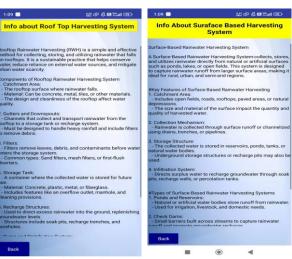














# Discussion on Usability of the App

The app process is seamless with minimal steps. Dashboard provides clear overview of content. It allows users to easily find information on rainwater harvesting system. We used clear and simple language. The content we implemented in the app is user-friendly.

# **Conclusion** Overall, the Rainwater Harvesting App is strong, focusing on simplicity, efficiency, and user needs and satisfaction. It has been designed considering a wide range of users, providing clear and useful content.