

Phase 1: Problem Definition and Design Thinking

The scope of this document is to identify the problem and find a solution for park visitors and park management to receive real-time water consumption data.

Problem Definition:

- The park management and visitors do not receive any information or updates on the water level of the storage tank.
- This results in park visitors being unable to obtain drinking water when the supply runs out.
- Additionally, this has led to a decline in park visitors due to the lack of essential drinking water facilities.
- There might be leaks in the water storage tank, leading to unnecessary water wastage. It is crucial to prevent such wastage.

Design Thinking:

- Identify suitable sensors for water level monitoring and leak detection.
- Develop a mobile app that allows users to check the water level of the storage tank for their selected park or garden.
- The water level information will be promptly updated in the database and reflected in the mobile app for user convenience.
- As it is IoT-based, the information will be transmitted via the Internet.
- Implement notifications to alert users about the water level in their saved park and garden locations.