**Project Design Phase-I**

**Proposed Solution Template**

|  |  |
| --- | --- |
| Date | 19 September 2022 |
| Team ID | NM2023TMID19096 |
| Project Name | Uncovering the hidden treasures of the Mushroom Kingdom: A Classification Analysis |
| Maximum Marks | 2 Marks |

**Proposed Solution Template:**

Project team shall fill the following information in proposed solution template.

|  |  |  |
| --- | --- | --- |
| **S.No.** | **Parameter** | **Description** |
|  | Problem Statement (Problem to be solved) | The aim of this problem is to predict the class(poisonous or edible) of a mushroom given various variables (for eg. color and shape of the mushroom |
|  | Idea / Solution description | Mushroom is a fungus belonging to basidiomycetes.  It is rich in proteins,fibers,vitamins and minerals. Cultivation of mushroom takes one to three months |
|  | Novelty / Uniqueness | Mushrooms have many flavor and nutrient characteristics that make them an ideal addition to many dishes. Their texture and umami or savory flavor properties make them a suitable substitute for meat |
|  | Social Impact / Customer Satisfaction | They play an important role in medicine by yielding antibiotics, in agriculture by maintaining soil fertility, are consumed as food, and forms the basis of many industries. |
|  | Business Model (Revenue Model) | 1.Sales to customer  2.Sales to end consumer  3.Service sales |
|  | Scalability of the Solution | Check hygiene, adjust the environment of light, temperature, humidity, and ventilation. |