# Project Design Phase Problem – Solution Fit Template

Date	1 july 2025
Team ID	LTVIP2025TMID50076
Project Name	ToyCraft Manufacturing
Maximum Marks	2 Marks

### **Problem – Solution Fit Template:**

The Problem-Solution Fit simply means that you have found a problem with your customer and that the solution you have realized for it actually solves the customer's problem. It helps entrepreneurs, marketers and corporate innovators identify behavioral patterns and recognize what would work and why

### **Purpose:**

Understand the existing situation in order to improve it for your target group.
building trust by solving frequent annoyances, or urgent or costly problems.
Increase touch-points with your company by finding the right problem-behavior fit and
Sharpen your communication and marketing strategy with the right triggers and messaging.
Succeed faster and increase your solution adoption by tapping into existing mediums and channels of behavior.
Solve complex problems in a way that fits the state of your customers.

### 4.1 Problem Solution Fit

# Toy Craft Tales' Canvas

Toy craft tales: tableau inspired to Toy Manu fer Data





Describe people affected by the problem.

Such as type, age. gender, industry role, family, geography, \_

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#### 6. CUSTOMER CONSTRAINTS

What constraints infhit the solution?

Re resources, skills finances, legislalon, utural or legal issues.

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#### PURPOSE / VISION

# 2. JOSS TO-BE

DONE / PROBLEMS
What problems are

customers are facinga? What needs or qoals

aré 2 unrmet?

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### 8. PROBLEM ROOT CAUSE

success?

How often rour co is of our barrier to solve the prob? How do you have been addressed without

ВН

### 7. BEHAVIOUR



How should + your solve the problem?

If=A.2 solve the jobs E=B.2 ovencoming

V=A ? profitable

ВН

#### 3. TRIGGERS



Whe moment thoughts transform into wanting action over a problem needing solving

Events 1 Occaani > "ts?

TR

### 10. YOUR SOLUTION (



How to solve the problem creatively?

If is destrable, "A solving problemsjobs ifeasible V overcoming other stakeholder

SL

## 9. CHANNELS & BEHAVIOUR



Where to solve the problem eastly?

Lay ou" Intende emotional state changes.

CH