

PROJECT REPORT

1.INTRODUCTION:

1.1. Project overview

This project centre's on creating a visualization tool for analyzing **electric vehicle (EV)** performance—specifically focusing on battery charging time and driving range. These two factors are known hurdles in EV adoption, so the tool aims to deliver data-backed insights that help EV users optimize their experience.

1.2. Purpose

The primary purpose of this project is to empower electric vehicle (EV) users with datadriven insights into their vehicle's performance—specifically charging efficiency and range prediction. By visualizing key metrics like battery capacity, charge time, and travel range, the tool helps users make smarter, more confident decisions about their EV usage. It also encourages energy-conscious driving habits through awareness and education.

2. IDEATION PHASE:

2.1 Problem Statement

Despite the growing adoption of electric vehicles (EVs), many users struggle with understanding how far they can travel on a charge and how long it will take to recharge their vehicle. Current EV dashboards often lack intuitive and detailed insights into battery health, charging efficiency, and real-time range predictions. This lack of transparency can lead to inefficient route planning, unexpected battery depletion, and user anxiety—commonly referred to as "range anxiety." There is a pressing need for a user-friendly tool that visually presents essential EV performance data, enabling users to make informed decisions about charging habits and travel plans.

2.3 Brainstorming

Step-1: Team Gathering, Collaboration and Select the Problem Statement



Brainstorm & idea prioritization

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

⌚ 10 minutes to prepare
🕒 1 hour to collaborate
👥 2-8 people recommended

Before you collaborate
A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

⌚ 10 minutes

- Team gathering**
Define who should participate in the session and send an invite. Share relevant information or pre-work ahead.
- Set the goal**
Think about the problem you'll be focusing on solving in the brainstorming session.
- Learn how to use the facilitation tools**
Use the Facilitation Superpowers to run a happy and productive session.

[Open article](#) →

1 Define your problem statement
What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

⌚ 5 minutes

How might we (your problem statement)?

Key rules of brainstorming
To run a smooth and productive session.

- Stay in topic.
- Encourage wild ideas.
- Defer judgment.
- Listen to others.
- Go for volume.
- If possible, be visual.

Step-2: Brainstorm, Idea Listing and Grouping

2 Prioritize
Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

⌚ 20 minutes

Importance

Feasibility

Remember, you can use these ideas to create a prototype or a proof of concept. The facilitator can help you decide which ideas are most likely to be successful.

After you collaborate
You can export the output as an image or pdf to share with members of your company who might find it helpful.

Quick add-ons

- Export the output**
Share a copy of the output with stakeholders to keep it top of mind and keep the momentum of the session.
- Export the output**
Export a copy of the output as a pdf or PPT to reference in your future work or share it with your team.

Keep meeting forward

- Brainstorming workshop**
Customize the components of a brainstorming workshop.
- Customer experience journey map**
Understand customer needs, motivations, and behaviors for an experience.
- Strengths, weaknesses, opportunities & threats**
Brainstorm strengths, weaknesses, opportunities, and threats for a company or team.

3. REQUIREMENT ANALYSIS

3.1 Customer Journey map



3.2 Solution Requirement

Functional Requirements: Following are the functional requirements of the proposed solution.

FR No.	Functional Requirement (Epic)	Sub Requirement (Story / Sub-Task)
FR-1	User Account Management	Registration through Form Registration through Gmail Registration through Credentials.
FR-2	Vehicle Input Module	Enter battery percentage Input vehicle type/model
FR-3	Range and Charge Analysis	Display estimated range based on input Visualize charge level and consumption trend Suggest optimal charging stations
FR-4	Interactive Map View	Show nearby charging stations Filter stations based on power availability Highlight reachable area on current charge
FR-5	Session History and Reporting	Show previous charge sessions Export usage and performance data
FR-6	Admin Dashboard	Manage station database View user analytics

Non-functional Requirements: Following are the non-functional requirements of the proposed solution.

FR No.	Non-Functional Requirement	Description
NFR-1	Usability	The interface must be intuitive for EV users, analysts, and admins, with smooth navigation across modules.
NFR-2	Security	Secure authentication and role-based access must be implemented to prevent unauthorized access.
NFR-3	Reliability	System must provide consistent performance and accurate range estimations during peak usage hours.
NFR-4	Performance	Real-time data updates and visualizations should render within 2 seconds of input for a smooth user experience.
NFR-5	Availability	The system should be operational 99.9% of the time, ensuring accessibility for daily EV planning.
NFR-6	Scalability	The tool should scale to accommodate more users, vehicles, and charging data without performance degradation.

3.3 Data Flow Diagram

3.4 Technology Stack

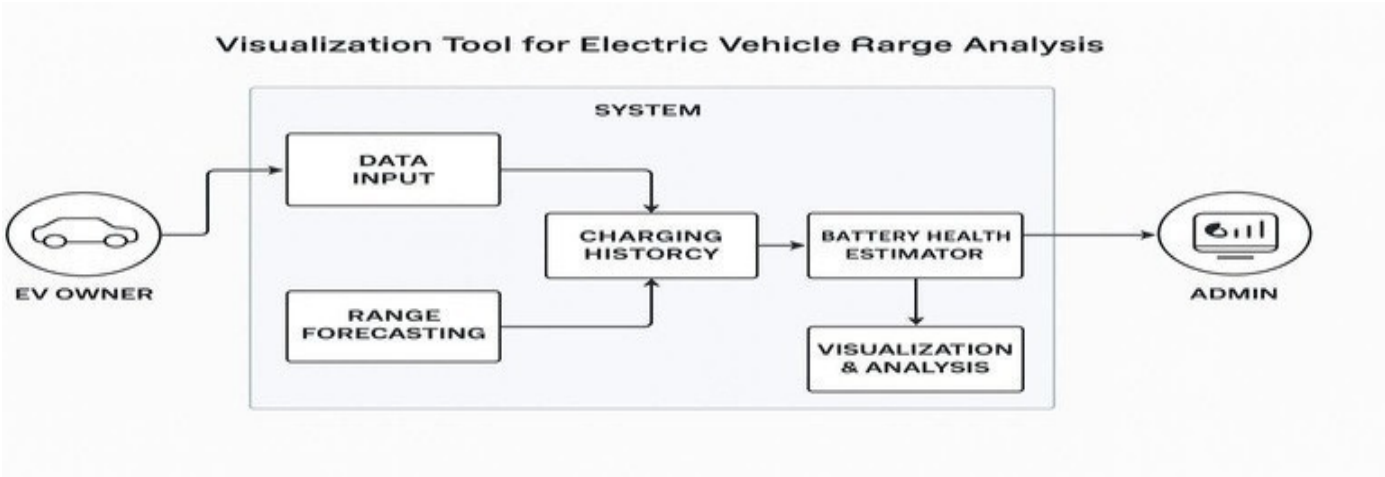


Table-1 : Components & Technologies:

S.No	Component	Description	Technology
1.	User Interface	Provides interactive views for EV Owners, Admins, and Analysts	HTML, CSS, JavaScript, React or Vue.js
2.	Authentication Module	Handles secure login, signup, and role-based access	Firebase Auth, OAuth 2.0, JWT
3.	Vehicle Input System	Allows users to enter battery %, vehicle model, and trip preferences	JavaScript Form Logic, Python Flask AP
4.	Range Estimation Engine	Calculates real-time range based on input and terrain data	Python, Pandas, NumPy
5.	Charging Station Mapper	Displays nearby stations and highlights reachable zones.	Leaflet.js, Google Maps API
6.	Charging History Module	Visualizes past charging sessions with analytics	Chart.js, D3.js, MongoDB.
7.	Recommendation System	Suggests ideal routes and charging stops	Machine Learning Model, Scikit-learn
8.	Admin Dashboard	Admin access to station management and user analytics	React Admin, Node.js, MongoDB
9.	Database	Stores user data, station info, vehicle profiles	MongoDB, Firebase Firestore
10.	Hosting & Deployment	Runs backend and frontend on scalable infrastructure	Vercel , Netlify, AWS EC2 or Azure App Service.
11.	API Integration Layer	Connects external services like Maps and EV data APIs	REST APIs, GraphQL , Axios.

Table-2: Application Characteristics:

S.No	Characteristics	Description	Technology
1.	Performance	Rapid data response for range calculations, map updates, and analytics	Redis Cache, CDN, Async Processing
2.	Maintainability	Easy to update components like maps, APIs, or authentication without affecting the entire system.	Modular Design, Git-based CI/CD.
3.	Scalable Architecture	Ensures the system handles increasing users, stations, and data; follows modular principles for flexibility	Microservices, Docker, Kubernetes
4.	Availability	Stable performance across user scenarios with accurate real-time outputs	Load Balancer (NGINX), Multi-region Hosting (Azure/AWS)
5.	Reliability	Design consideration for the performance of the application (number of requests per sec, use of Cache, use of CDN's) etc.	Automated Testing, Monitoring (Prometheus, Grafana)

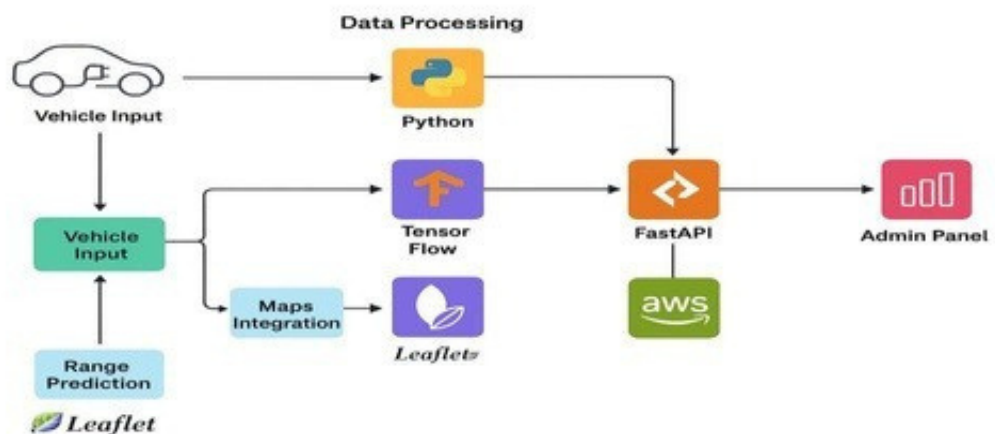
4. PROJECT DESIGN

4.1 Problem Solution Fit

<p>1. CUSTOMER SEGMENT(S) CS</p> <p>Who is your customer? i.e. working parents of 0-5 y.o. kids</p> <p>As a working parent of a young child, I constantly feel torn between my job and giving my child the care and attention they need. I don't always have time to research the best activities or find trustworthy childcare options. I want something simple, reliable, and supportive that helps me manage parenting without feeling overwhelmed or guilty."</p> <p><i>Define CS, fit into CC</i></p>	<p>6. CUSTOMER CONSTRAINTS CC</p> <p>What constraints prevent your customers from taking action or limit their choices of solutions? i.e. spending power, budget, no cash, network connection, available devices.</p> <p>This section is meant to identify barriers or limitations that your target customers face, which can prevent them from adopting or benefiting from your proposed solution. Examples given include:</p> <ul style="list-style-type: none"> Spending power Budget No cash Network connection <p>Available devices would you like help filling this out for a specific customer segment or use case?</p>	<p>5. AVAILABLE SOLUTIONS AS</p> <p>Which solutions are available to the customers when they face the problem or need to get the job done? What have they tried in the past? What pros & cons do these solutions have? i.e. pen and paper is an alternative to digital notetaking</p> <p>Currently, working parents rely on a mix of informal and digital methods to manage childcare and daily responsibilities. Common solutions include paper-based planners, to-do lists, WhatsApp groups with caregivers, and digital calendars like Google Calendar. Some have used parenting apps that offer reminders or shared schedules. While these methods help with organization, they each have limitations. Paper tools are easy but not shareable in real-time. Messaging apps lack structure, and digital tools may be too complex or time-consuming to manage alongside a busy routine. Accessibility, device availability, and time constraints are major factors that affect solution choice.</p> <p><i>Explore AS, differentiate</i></p>
<p>2. JOBS-TO-BE-DONE / PROBLEMS J&P</p> <p>Which jobs-to-be-done (or problems) do you address for your customers? There could be more than one, explore different sides.</p> <p>Working parents of young children often struggle to manage time effectively while balancing job responsibilities and childcare duties. Key jobs-to-be-done include organizing daily routines, ensuring their child's safety and learning, coordinating with caregivers or family members, and finding trustworthy childcare solutions. They also need tools to help them communicate quickly, plan meals, track appointments, and get reminders for tasks. The lack of integrated, easy-to-use systems adds stress and results in missed tasks or inefficient time use.</p> <p><i>Focus on J&P, tap into BE, understand RC</i></p>	<p>9. PROBLEM ROOT CAUSE RC</p> <p>What is the real reason that this problem exists? What is the back story behind the need to do this job? i.e. customers have to do it because of the change in regulations.</p> <p>This is part of a problem-solving or design thinking framework. It encourages digging beyond surface-level symptoms to understand systemic or underlying causes—often related to external forces (e.g., regulations, trends, behaviors, or outdated systems). Would you like help applying this template to your own project? If yes, please tell me the problem you're working on.</p>	<p>7. BEHAVIOUR BE</p> <p>What does your customer do to address the problem and get the job done? i.e. directly related: find the right solar panel installer, calculate usage and benefits; indirectly associated: customers spend free time on volunteering work (i.e. Greenpeace)</p> <p>This section helps you identify customer actions—both practical and emotional/social—that reflect their attempts to solve the problem. It distinguishes:</p> <p>Direct behaviors: Actions directly related to solving the core problem or completing a task.</p> <p>Indirect behaviors: Lifestyle or value-based actions that may influence or reflect their attitude (e.g., environmental awareness).</p> <p><i>Focus on J&P, tap into BE, understand RC</i></p>
<p>3. TRIGGERS TR</p> <p>What triggers customers to act? i.e. seeing their neighbour installing solar panels, reading about a more efficient solution in the news.</p> <p>Seeing their neighbour installing solar panels.</p> <p>Reading about a more efficient solution in the news.</p> <p>Identify external or internal events that prompt the customer to take action.</p> <p>4. EMOTIONS: BEFORE / AFTER EM</p> <p>How do customers feel when they face a problem or a job and afterwards? i.e. lost, insecure, in control—use it in your communication strategy & design.</p> <p>This emotional journey can help tailor your communication strategy and product/service design.</p> <p><i>Identify strong TR & EM</i></p>	<p>10. YOUR SOLUTION SL</p> <p>If you are working on an existing business, write down your current solution first. If you are working on a new business proposition, then keep it blank until you fill in the canvas and come up with a solution that fits within customer limitations, solves a problem and matches customer behaviour.</p> <p>Identify the problem</p> <p>The problem being worked on is not explicitly stated in the steps, but it appears to be related to finding a solution to a business problem. Analyze the Template</p> <p>The template provides guidance on how to approach the problem-solving process. It suggests writing down the current solution first and checking how much it fits the canvas, if working on a new business proposition, it advises keeping the canvas blank until filling it in and coming up with a solution that fits within customer limitations and matches customer behaviour. Determine the Solution</p>	<p>8. CHANNELS of BEHAVIOUR CH</p> <p>8.1 ONLINE</p> <p>What kind of actions do customers take online? Extract online channels from #7</p> <ul style="list-style-type: none"> search engines, direct traffic, referral traffic, organic, paid, email, social media, content marketing, display, video, native, etc. Identify channels for customer interaction, website, mobile app, social media, etc. Company website: The official website of a business where customers can find information, make purchases, and contact the company. Online reviews: Reviews or ratings of products or services that customers post on third-party websites, often related to their experience with a business. Mobile apps: Software applications designed for use on mobile devices that can enhance the customer experience. <p>8.2 OFFLINE</p> <p>What kind of actions do customers take offline? Extract offline channels from #7 and use them for customer development.</p> <ul style="list-style-type: none"> Referrals: Physical referrals or word-of-mouth. Referrals: Events or workshops. Referrals: Referrals with sales representatives. Referrals: Strong customer service initiatives. Referrals: Participating in focus groups or surveys. <p><i>Extract online & offline CH of BE</i></p>

4.2 Proposed Solution

4.3 Solution Architecture



5. PROJECT PLANNING & SCHEDULING

5.1 Project Planning

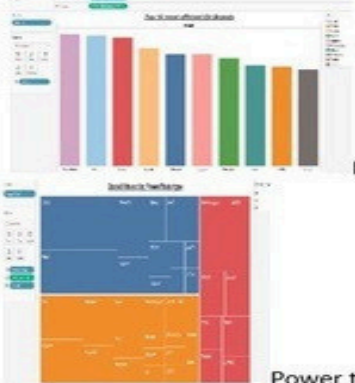
Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration & Login	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	2	High	4
Sprint-1		USN-2	As a user, I receive confirmation email after registration	1	High	4
Sprint-1	Vehicle Input Module	USN-3	As a user, I can input battery %, vehicle model, and range preference	3	High	4
Sprint-2	Range Estimation	USN-4	As a user, I can view estimated range on a visual map	5	High	4
Sprint-1		USN-5	As a user, I can see alerts when range is critically low	2	Medium	4
Sprint-2	Charging Station Mapping	USN-6	As a user, I can view nearby stations filtered by charger type and availability	4	High	4
Sprint-3	History & Analytics	USN-7	As a user, I can view previous charge sessions with distance and cost data	3	Medium	4
		USN-8	As a user, I can export session summaries for analysis	2	Low	4

Project Tracker, Velocity & Burndown Chart: (4 Marks)

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	20	6 Days	23 June 2022	23 June 2022	20	29 Oct 2022
Sprint-2	20	6 Days	23 June 2022	23 June 2022		
Sprint-3	20	6 Days	24 June 2022	24 June 2022		
Sprint-4	20	6 Days	24 June 2022	24 June 2022		

6. FUNCTIONAL AND PERFORMANCE TESTING

6.1 Performance Testing

S.No.	Parameter	Screenshot / Values
1.	Data Rendered	Cheapestelectriccars-EVDatabase : contains total eleven fields electric_vehicle_charging_station_list : contains total eight fields ElectricCarData_Clean : contains total fourteen fields EVIndia : contains total ten fields
2.	Data Preprocessing	The dataset is already clean and preprocessed. Only combining of all four datasets are done in the data preprocessing phase.
3.	Utilization of Filters	 <p>Brand filter is used for- Top 10 most efficient EV Brands</p> <p>Power train filter is used for- Brand filtered by PowerTrain type</p>
4.	Calculation fields Used	Body style, Car brands in India, Efficiency.
5.	Dashboard design	No of Visualizations / Graphs – A dashboard containing total eleven visualizations.
6.	Story Design	No of Visualizations / Graphs -Story design of all eleven visualizations created using the dataset.

7. RESULTS

7.1OutputScreenshots

8. ADVANTAGES & DISADVANTAGES Advantages

- Enhanced User Awareness: Helps users understand charging behavior, energy consumption, and travel planning.
- Customizable Analysis: Allows EV owners to input specific vehicle data for tailored insights.
- Educational Utility: Promotes informed decision-making and environmental consciousness, especially if gamified.
- Accessible Visualization: Transforms complex battery and performance data into intuitive, visual formats.
- Potential for Expansion: Can be integrated with map APIs, real-time charging station data, and IoT inputs.
-

Disadvantages

- Data Dependency: Accuracy relies heavily on the availability and quality of EVspecific data.
- Device Compatibility: May require optimization for different screen sizes or browser support.
- Scalability Limitations: Handling real-time data for numerous users simultaneously could strain server resources.
- Learning Curve: Users unfamiliar with data dashboards or EV tech may find the interface initially complex.

9. CONCLUSION

The EV Charge and Range Visualization Tool offers a practical solution to one of the most pressing concerns in electric vehicle adoption: understanding and managing battery performance. By transforming complex EV data into accessible visuals, this project empowers users to make confident, informed decisions about their charging habits and travel planning. With customization options, educational potential, and opportunities for future expansion, the tool represents a meaningful step toward enhancing the EV user experience and promoting sustainable mobility.

10. FUTURE SCOPE

The EV Charge and Range Visualization Tool has strong potential for further development and innovation. Here are some directions to expand its scope:

- Real-time Data Integration: Connect with live data sources from EVs or IoT charging stations to offer dynamic, up-to-date insights.
- Route Planning with Charging Stops: Incorporate map APIs to suggest optimal travel routes based on battery range and nearest charging stations.
- AI-Powered Predictions: Use machine learning to forecast battery degradation, energy consumption patterns, and charging time under varying conditions.
- Mobile App Version: Expand accessibility by developing a lightweight, responsive mobile version for on-the-go users.
- Community-Driven Insights: Allow users to share charging experiences, station reviews, and efficiency tips, building a knowledge-sharing ecosystem.
- Gamification Elements: Introduce interactive missions, eco-badges, or progress tracking to boost user engagement and learning, especially in educational contexts.

11. APPENDIX

DatasetLink - https://public.tableau.com/views/gollashaguftha/Dashboard2?:language=en-US&:sid=&:redirect=auth&:display_count=n&:origin=viz_share_link

GitHub – 

Project Demo Link-

<https://drive.google.com/file/d/19Xiix34fVj7GhjvL9RsH-3Mmn8lff2GI/view?usp=sharing>

2.2 Empathy Map Canvas

Step-3: Idea Prioritization