People 2-9 T 30

Time 30 min **Difficulty** Beginner

Creating a user journey is a quick way to help you and your team gain a deeper understanding of who you're designing for, aka the stakeholder in your project. The information you add here should be representative of the observations and research you've done about your users.

| Phases High-level steps your user needs to accomplish from start to finish | Searching and ordering a product | Payment | Delivery of the product | Feedback of the product |
|--|---|---|---|---|
| 2 Steps etailed actions your user has to erform | Analyse the Understand Visit the feedback the working website from other principle of users the product | Initiate payment process Online payment or credit card billing Confirmation message through sms | Notifying Delivery shipping status through sms Delivering product to the concerned user | Understanding the manual guidelines Effective usage of the product product Providing valuable feedback and personal information |
| Feelings at your user might be thinking and eling at the moment | Satisfied with customer's reviews Satisfied with the technologies used Satisfied with the usage | Multiple mode of payment Refund the transaction made incase any transaction failure occurs | GPS tracking of the Secured product shipping location Secured shipping Proper product handling until the product reaches the user | Product Enthralled by facility the built in satisfaction technologies |
| 71 | feel insecure if you have doubt on the quality of the product feedback on the product | Incase of any trust cybercrime issues results issues Transaction failure due to server issues | Damage in Incorrect product product during delivery delivery | Poor Limited Lack of product usage lifespan knowledge |
| Pain points oblems your user runs into | Delivery of Wrong information UI design | Insufficient Long Transaction payment checkout process too options product slow | Lack of sufficient location information Delayed product manual | Difficulty in Lack of handling of skilled Unreliabilty the product resources |
| Opportunities otential improvements or other inhancements to the experience | Enhancements made in product quality experience Feedbacks Personalized Analyze various user feedbacks | Fraud Risk tools for prevention management online conversion | Post delivery deployment of the management product | Best user experience Customer requirement product's workspace |