







Project Design Phase – II

Date	01 November 2022
Team ID	PNT2022TMID53372
Project Name	University Admit Eligibility Prediction System
Maximum Marks	4 Marks

Customer Journey Map

 Discover Searching, looking, observing, and adding a new city team	 Define Plan the customer journey and create a user story	 Enter Start to provide information and start the journey	 Engage In the process of working on the project	 Exit End the process and provide feedback	 Extend After the process, the customer can continue to use the product
Steps What is the journey for people trying to use our tool?	Listing requirements and Building solutions Study Abroad Offer to learn about the place and learn up on homework The students must have a passport The students must have a visa The students must have a passport	Interactions Interact to the UI Getting knowledge about software Customize the settings Changing the settings, Lab requirements, for specific sessions	Goals & motivations Identify the short-term and long-term goal To avoid Complexity	Positive moments Mostly accurate Best performance	Negative moments It is less accurate sometimes Focus issues occur sometimes while editing the students information
Goals & motivations What is the goal for the user? (What do they want to achieve?) [What do they want to achieve?]	Interactions Interact to the UI Getting knowledge about software Customize the settings Changing the settings, Lab requirements, for specific sessions	Goals & motivations Identify the short-term and long-term goal To avoid Complexity	Positive moments Mostly accurate Best performance	Negative moments It is less accurate sometimes Focus issues occur sometimes while editing the students information	Areas of opportunity To increase the performance To make the software better To improve the software to work in various conditions
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