

Project Design Phase-II

Customer Journey Map

Date	14 october 2022
Team ID	PNT2022TMID27752
Project Name	Machine Learning based Vehicle Performance Analyzer
Maximum Marks	2 Marks

User journey

by the Design Team of Accenture Interactive NL



People
2-9



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. [P](#)

1 Phases High-level steps your user needs to accomplish from start to finish	Customer need to predict the performance	Verify the attributes of the vehicle	Sensors begin their analysis	Locate the vehicle's issues
2 Steps Detailed actions your user has to perform	Open the app and connect the sensor	Start predicting the data's values	The Sensor are presently analysing my obstacles that are behind the car	The user needs to fix the car
3 Feelings What your user might be thinking and feeling at the moment	He believe the sensor works efficiently	Does the projected value operates intended	Does the sensor properly detect obstacles ?	It feels quite natural to drive the automobile
4 Pain points Problems your user runs into	Analysis Time	Anticipated methods	Connection issues with apps could arise	Inability to understand the characteristics found in analysis
5 Opportunities Potential improvements or enhancements to the experience	We can detect problems of the vehicle	Complete Analysis with Future Advanced Models	By connecting sensors and apps, we can improve data and user updates	Results using interactivity for simple understanding

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