Browsing, booking, attending, and rating a local city tour	Entice How does someone initially become aware of this process?	Enter What do people experience as they begin the process?	Engage In the core moments in the process, what happens?	Exit What do people typically experience as the process finishes?	Extend What happens after the experience is over?
Steps What does the person (or group) typically experience?	Customers[Buyers] come across the problem of finding correct price and they find a way to solve that By getting price opinion from friends and families	People get excited as they start using our application They will be able get to know the reasonable price that they should pay for the vehicle	Gathering Predict the price of car using ML models Final price is displayed in the output screen	The user will get to know the price that the car he is willing to buy and will be able to take decisions with ease	the customer will decide whether to buy or not the car
Interactions What interactions do they have at each step along the way? People: Who do they see or talk to Places: Where are they? Things: What digital touchpoints of physical objects would they use?	in car selling websites for checking price ranges	They will provide the car details	The customer will be able to see the predicted price for the car that he entered the features	They will be able to know the predicted price May be curious to know how well the price matches in real world	Provides the user feedback Recommends to other customers
Goals & motivations At each step, what is a person's primary goal or motivation? ("Help me" or "Help me avoid")	The main goal of the customer will be to buy a car that is valuable to the money he pays	To make customers think positively Make user satisfied with the service	The main goal is to provide the most accurate result Make customers benefited from our predicted result	To improve interactive experience	Make satisfied customers recommend our application to others who are in need of our service
Positive moments What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?	A user friendly application to help people who are in need of second hand cars	Easy login features and daily notifications	graphical representation of the result Provides suggestion of price	Need of user reaction to improve the system	The customer will feel good after recommending our application to others who are in i=need of our service
Negative moments What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?	Trust issues in price prediction	worry about the privacy and security of the provided information	Guarantee that seller would sell with the same price	waits for the seller to tell his price	doubting whether the car is worth the price