

# User journey



by the Design Team of Accutone Interactive NL

People  
2-5

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. [📖](#)

<b>1 Phases</b> High level steps your user needs to accomplish from start to finish	Create the user account	Setting up the details of farms and resources	Entering the details to keep track of animal intrusion	Attaching the mobile number in order to receive notifications
<b>2 Steps</b> Detailed actions your user has to perform	User mobile number and setting up the profile	Placing the sensors at appropriate places	Entering the time of Sprinklers	Analyzing the farm in intervals
<b>3 Feelings</b> What your user might be thinking and feeling at the moment  	Hurray! our interface is easy to use	Outcome production is high due to our system	I can easily monitor the threats by alerts	Not much time is needed to maintain the farm
	What if the sensor is damaged by animals?	whether it can only detect animals and birds?	What if the farmer doesn't know the technology?	Will the produced sound is enough to scare all the animals?
<b>4 Pain points</b> Problems your user runs into	Farmers doesn't know any kind of technology before hand	All animals not gets feared due to this alarm	It doesn't detect third person intrusion	Better user clarification needed
<b>5 Opportunities</b> Potential improvements or enhancements to the experience	Detect third person using deep learning techniques	Improve the efficiency of detecting animals as compared to now	Implement Automate sprinkle based on temperature	Improved voice control notification to user for easy understanding

Tip  
Check and re-check the goals and the research before getting into the details.

Share your feedback

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