| | | Entice | Enter | Engage | Exit | Extend |
|---|---|---|---|---|---|---|
| | | How does someone initially become aware of this process? | What do people experience as they begin the process? | In the core moments in the process, what happens? | What do people typically experience as the process finishes? | What happens after the experience is over? |
| **Steps** | What does the person (or group) typically experience? | **Opening App** / **View details on sensor data** / **Motor Control** — Visually treat will be there and widgets in arranged position for better experiences / Where data is represented in filling colour in a bar or numeric value for better understanding / Providing switch sytle button to control the motor | **Information about their land** / **More about sensor data** — Get to know about their land / When they click they get detailed info about it | **Complete information** — Complete information about their land and weather helps to plan efficiently | **Provides remote access** — Ability to control the motor | **Feeling Satisfied** — Because they finished their work in a easy way | **Send alerts** — Like remainder to turn off the motor |
| **Interactions** | What interactions do they have at each step along the way?<br>■ **People:** Who do they see or talk to?<br>■ **Places:** Where are they?<br>■ **Things:** What digital touchpoints or physical objects would they use? | Interaction with widgets for more info | Interaction with data | Interaction with switch to control the motor | Interaction with exit button | |
| **Goals & motivations** | At each step, what is a person's primary goal or motivation? ("Help me…" or "Help me avoid…") | What's happening currently in my land | What we can do in the land / Think about next step | To water plants correctly / To turn ON & OFF | | |
| **Positive moments** | What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting? | Users become productive / Their work will be easy | | They feel good because they doing there work correctly | They find their work is enjoyable and easy | |
| **Negative moments** | What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming? | They may become frustated in seeing samething | Different ideas may cause confusion | Manually need to turn off the motor in app | | |
| **Areas of opportunity** | How might we make each step better? What ideas do we have? What have others suggested? | By sending alerts to open our app for every 2-4 hours to know the information | | We can use timer for better experience | | |