## **Project Design Phase-II**

## Customer Journey Map

Date	29 October 2022	
Team ID	PNT2022TMID49453	
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Project Name	Virtual eye – lifeguard for swimming pools for	
	active drowning	
Maximum Marks	2 Mark	

Phases High-level steps your user needs to accomplish from start to fisikh	to detect. the problem	Finding an appropriate answer to the problem	what we reach to traplemented	More its implemental constituting
② Steps Detailed actions your user has to perform	To detects the motion of Swemmer by camera	monitoring the swimmer By installing came a	To detect the swimmer is drowning or not  A swimmer's age and details will be shown along with the drowning status	Using deep Use Yolo v3 to learning algorithm detect Uffi person is drowning or not is drowning or not learning is used.
Feelings  What your user might be thinking and feeling at the moment	Easy for the lifeguard to save swimmer's life	Saving life of a swimmer downwith the swimmer downing or not saving with downing status.	Lifeguard should be alert Should save the swimmer in of camera to a monitor the immediately swimmer.	Implemen the proper camera Ce
7'	Difficult to save swimmer s life all time	Almost Uniqued dended be enreliable to prot.	E requires an unfinited or continuous internet connection.	They need maintenanc of cameras and to keep them running.
Pain points  Problems your user runs into	Due to receive h traces the traces the traces the traces of the traces o	Some times at 's because difficult to find a or more drowning person happens the state of long time or a second find a comming person bappens are second for the state of long time or a second find a comming time or a secon	Commodate communication shad be also between actions tifeguard and swittmen	Proper Hand to the first list of camera and the very list of camera and very list of camer
Opportunities  Potential improvements or enhancements to the experience	A swimmer's save the child first age details will be shown to Lifeguard.	It provides to the trippand to the national in consens the consensation thickness first the trippand through the trippand to the trippand through the trippa	high quality of camera is needed swimmer needed by the special	of camera setwork titue dewreng stage of camera is needed rate death of camera is needed rate death of camera is needed setwork titue death of camera is needed setwork titue death of camera is needed setwork titue dewreng setwork titue setwor