User journey

① Scenario User entering their expenses on a regular basis and track their expense to obtain promising insights	ENTICE	ENTER	ENGAGE	EXIT	extend
2 Steps What does the person experience?	Spend the Money Fall into debt and crisis Find no way to manage the expense	Start using the Enter the application by registering	View the visual stats of expenses expenses goes high	Get better insights about financing Get a clear cut plan on how to spend money effectively	Personalized Formulation Recommendation of expenses
Interactions What your user might be thinking and feeling at the moment?	Expense tracking and of every gentlement of expenses expenses	Initial Expenses charts and Optimistic history	Visualize the Analyse the spent areas key points	Obtain a Receive alerts via plan email	Reduces chances of bad debt Advancements in planning
◆ Goals andMotivation At each step what is primary goal or motivation?	To create a wise plan to spend money To create a wise plan to spend statistics	Keep note of each and every expense Reach and Plan for each categories	Formulate a spending highly spent areas	Spend Optimise the work plan	Complete experience on expense tracking Receive alert mails to keep user on track
• Positive Moments What does aperson find motivating, enjoyable?	Intellectual Goal Driven	Hopeful Motivated Expectant	Satisfied Wise Planning	User friendly Refreshed interaction and inspired	Self Compare introspection results
Negative Moments What problems does a person face and find it frustrating?	Doubtful Uncertain Hesistant and fear of commitment	Frustrated Confused Improper planning	Overwhelmed Overwhelmed difficult to adapt to the suggestion	Lack of Self planning Regret	
Opportunities Potential improvements or enhancements to the experience	Innovative Support simple and tools from others efficient	Better UI design Visualization	How stats improve in Effective mail better incorporation planning	Containerized Gamified application approach	Efficient and USer friendly system