CUSTOMER JOURNEY MAP

	Entice Transpheneture of our presiden	Enter Variation shallow experience as they begins the process?	Engage Vittle (over-nonemic of the parameters, what seasons?	Exit What is propple spokes to desire to the second of the	Extend What insperse when the experience to over?
Steps Firstly the parents has to enter the location of the child to geofenice it. Then the generative will be either to brock the real time location.	Getting child's real time location	People have to enter the childs real time location.	They can track real time location	Parent can track whenver they need	We could even send notification
Interactions When retenctions do they have at each step along the way? • People: Pereins also children • Places Tomes with Children • Things: A wearable device	WITH UI	PLACES CHILD'S LOCATION	THING A WEARABLE DEVICE		
MOTIVATION	TO HELP PARENT KNOW THE LOCATION OF THE CHILD.				
Positive moments To be stress free To be seaso of the child's real trine to cases.	SO THAT THEY CAN BE STRESS FREE				
Negative moments Hara to write the child's real time to gentlence which is the consuming.	TIME CONSUMING WHILE STARTING				
Areas of opportunity We could approach percent to buy our product.	WE COULD APPROACH PARENTS				