Userjourney For safety gadget for child monitoring

People 2–9 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.

Phases gh-level steps your user needs accomplish from start to finish	Entry	On Board	Exit	Review
Steps stailed actions your user has berform	Turn on Our Project Setup Verify the Project Setup Check The Motor Control	Monitor Parameters Using Mobile App Pump Through Mobile App	Turn off the Project Setup Check water pump for proper condition	Notification About the field about irrigation
Feelings nat your user might be thinking dfeeling at the moment	This Will make Our Work Easy Safety About land and Cost	Easy to Handle About Reliability	Fullfilled Mind How reliable Is it	More easy to handle Costly to implement
Pain points oblems your user runs into	Handling of the Project setup	Hard to use new Application	Hard to handle	Nothing
Opportunities Itential improvements or hancements to the experience	Making initial setup as easy as possible	Having User Friendly Mobile Application	More More Reliable scalability	Low Cost