

PROJECT DESIGN PHASE II

CUSTOMER JOURNEY

DATE	27 OCTOBER 2022
TEAM ID	PNT2022TMID36987
PROJECT TITLE	AI POWERED NUTRITION ANALYST FOR FITNESS ENTHUSIASTS
MAXIMUM MARKS	2 MARKS

User journey



by Ed Design (Team 2) Score: 10/10 (10/10)

People
2-9

Time
20 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, what the stakeholders in your project. The information you add here should be representative of the observations and research you've done about your users. ¹

1 Phases High level stages your user needs to accomplish from start to finish.	OPEN	EXPOSE PHYSIQUE	PROPOSE DIET & EXERCISE	FINAL RESULT
2 Steps Detailed actions your user has to perform.	LAUNCH APPLICATION	REQUESTS USER'S NEED	ANALYSE USER'S NEED	STARTS THE PROCEDURES
3 Feelings What your user might be thinking and feeling at the moment.  	EXCITED TO CHANGE IT TAKES TIME TO CHANGE	HEALTHY BODY PATIENCE	PROPOSE NUTRITIOUS DIET RESTRICTION TO FAST FOOD	SUFFICIENT MINERALS AND VITAMINS CONCENTRATION ON GAMES
4 Pain points Problems your user runs into.	BODY PAIN	GET USER'S PHYSIQUE DETAILS	SCHEDULED WORKOUT	STRAINING MUSCLES
5 Opportunities Potential improvements or enhancements to the experience.	BOOSTS COURAGE	BURNS CALORIES	BALANCED HEALTH	TRANSFORMATION <small>USE THIS TO IMPROVE YOUR HEALTH AND WELL-BEING</small>

Share your feedback

Account: 10/10