User journey

❶ Scenario	ENTICE	ENTER	ENGAGE	EXIT	EXTEND
User entering their expenses on a regular basis and track their expense to obtain promising insights.					

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