## Project Design Phase - II Customer Journey Map

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Team ID	PNT2022TMID23692
Project Name	Plasma Donor Application
Maximum Marks	

## **Customer Journey Map:**

Journey Steps Which step of the experience are you describing?	<b>Discovery</b> Why do they even start the journey?	Onboarding and First Use How can they feel successful?	Sharing Why would they invite others?
Actions What does the customer do? What information do they look for? What is their context?	Starts to Checks the register availability about for plasma of plasma plasma donation donors	Search for Explore the Plasma donors by Donation blood groups application Centre.	Fast Explore the Clear aesthetic bugs UI Design
Needs and Pains What does the customer want to achieve or avoid? Tip: Reduce ambiguity, e.g. by using the first person narrator.	Fear of donating plasma leakage	Helpful to Less Donors can avoid last minute stress information power	Helpful for Donors, Seekers and User-Donation centres.
Touchpoint What part of the service do they interact with?	Customer option and ways of healthy leastly leastly leastly leastly certified medical practitioners.	Denors will get a dise and time no bias request is made, also sayper for among the his sof available available covers nearby centre.	Simple Open source and clear for answering Interface.
Customer Feeling What is the customer feeling? Tip: Use the emoji app to express more emotions	**	de la constant de la	
Backstage			
Opportunities What could we improve or introduce?	Make android and IOS application	Try to improve our accuracy	Try to increase our process speed.
Process ownership Who is in the lead on this?	User & Developer	User & Developer	User & Admin