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. $\boldsymbol{\mathcal{P}}$

Phases High-level steps your user needs to accomplish from start to finish	AWARENESS	CONSIDERATION	PURCHASE	ONBOARDING	ADVOCACY
2 Steps Detailed actions your user has to perform	Asks Advice Suggestions from Experts Suggesstion from Doctors	Doing Liver Related tests Eg: Billirubin,creatine	Purchase suggested treatment medicines Either online or offline	If liver disease ,changing lifestyle to healthy one and intake of proper medicine	Medical advice from doctors and suggestion to others for following a healthy diet
TOUCH POINTS This is a textbox	Online Web application	Main input page Result page	Checkout of medicines in online ,mode of payment Buy of medicines in offline Mode of payment		Customer feedback ,customer review
Feelings What your user might be thinking and feeling at the moment	joyful	glad	Bliss full	Нарру	Rejoicing
71	Fear	Pain	Anxiety	Sad	Regretfull
4 Pain points Problems your user runs into		NO suggestion module page, no further information	Checkout page does not support all cards		No direct calling or visiting of doctor, making an appointment
Opportunities Potential improvements or enhancements to the experience		Creating a suggestion module is affected by telling proper diet ,do & dont's here after.	Clarify checkout page to show accepted payment option		Create a solution Where they can approach a doctor giving first preference