

# Customer journey

You and your team may quickly learn more about the people you're designing for, or the project's stakeholders, by quickly creating a user journey. The details you include in this section need to reflect your user-related observations and research.

Phases	System and Camera Compatibility check			Open Web App		Capture or upload hand gestures		Sterile browsing of images	
Steps	Check camera health      Check system health      Verify camera resolution			View how to use app		Start the web app to upload image      Start the web app to upload image		Predict the action using model      Label the action identified	
Feelings	Surprised      Curious			Aesthetic      User Friendly		Happy      Satisfied      Helped		Analytical      Eager	
	Anxiety      Uncertain			Perplexed      Annoyed		Scared      Fear		Confused      Doubtful	
Pain points	Feels unnecessary			User is new to Interface      Hard to use		More image gestures to yields remember      Bad quality		Incorrect recognition      Wrong mapping of gesture to image	
Opportunities	Small procedure to avoid overhead      Convert to background process      Avoid interacting for system check			Better onboarding process		Easier navigation between the available modes		Easier method to comprehend actions	