







Time 30 min



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.

O Phases High-level steps your user needs to accomplish from start to finish	Download the application	Login process	Search the news	Watching news
② Steps Detailed actions your user has to perform	Available device Available netwrk connection Check available storage	To give proper details(Name,mail,mob no) To select your language	To choose the categories of news	choose the channel of news
Feelings What your user might be thinking and feeling at the moment	User Agree on the involvement project goals	Proper Realistic expectation	Executive management support Cultivate constant effective communication	Clear statement of requirements Manage the project scope effectivety
	Incomplete goals and requirements objectives	Lack of user involvement&Lack of resources Communication gaps	Changing requirements&Specification Scope creep	Technical Illiteraicy&Lace of executive support Unrealistic expectation
Pain points Problems your user runs into	Unreliable data storage	Mobile apps don't substitude a wedsite	Updated a maintenamnce efforts are multiple	Time consumimg to design