

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.

Phases n-level steps your user needs to omplish from start to finish	System and camera compatibility check	Open Web App	Capture or upload hand gestures	Sterile browsing of images
Steps ailed actions your user has to orm	Check camera system health health resolution	View how to use app Navigation controls of app	Start the web app to upload image image	Predict the action using model Label the action identified
Feelings That your user might be thinking and seeling at the moment	Surprised Curious	Aesthetic User Friendly	Happy Satisfied Helped	Analytical
	Anxiety Uncertain	Perplexed Annoyed	Scared Fear	Confused Doubtful
Pain points lems your user runs into	Feels unnecessary	User is new to Interface Hard to use app due to bad UI	More Bad image gestures to quality remember yields poor result	Incorrect mapping recognition of gesture to image
Opportunities ential improvements or ancements to the experience	Small procedure to avoid overhead Convert to backgroud process Avoid interacting for system check	Better onboardig process	Easier navigation between the available modes	Easier Easier method to comprehen comprehen d actions