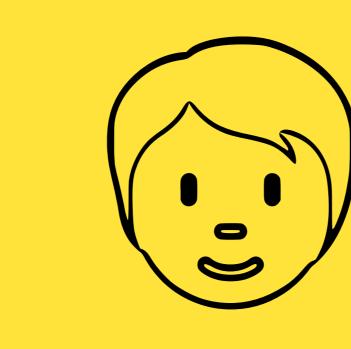
## Customer by the Design Team of Accenture Interactive NL JOURNE







Difficulty
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.  $\wp$ 

Phases  digh-level steps your user needs to ccomplish from start to finish	Installation of application	Provide the communication details and child information	Setting up the geofence location	Initiating the gadget
2 Steps Detailed actions your user has to perform	Allow access to notification  Turn on the location services	Enter the child details such as name,age,height,weight etc  Enter the communication details	Enter the location In the google map, draw the geofence boundary	Switch on the device to the mobile application
3 Feelings What your user might be thinking and feeling at the moment	The application is easily accesible app	Notification will be sent	Once the child goes out of the geofence,it sends a notification  Mark the required location	Tracks the current location of the child
	It is most commonly depends on the network  The cost of the product is high	A monthly recharge is compulsory for receiving the notification	Sends notification only when the child step out of the geofence	The device would not work in a networkless region  The device Possibility of getting lost