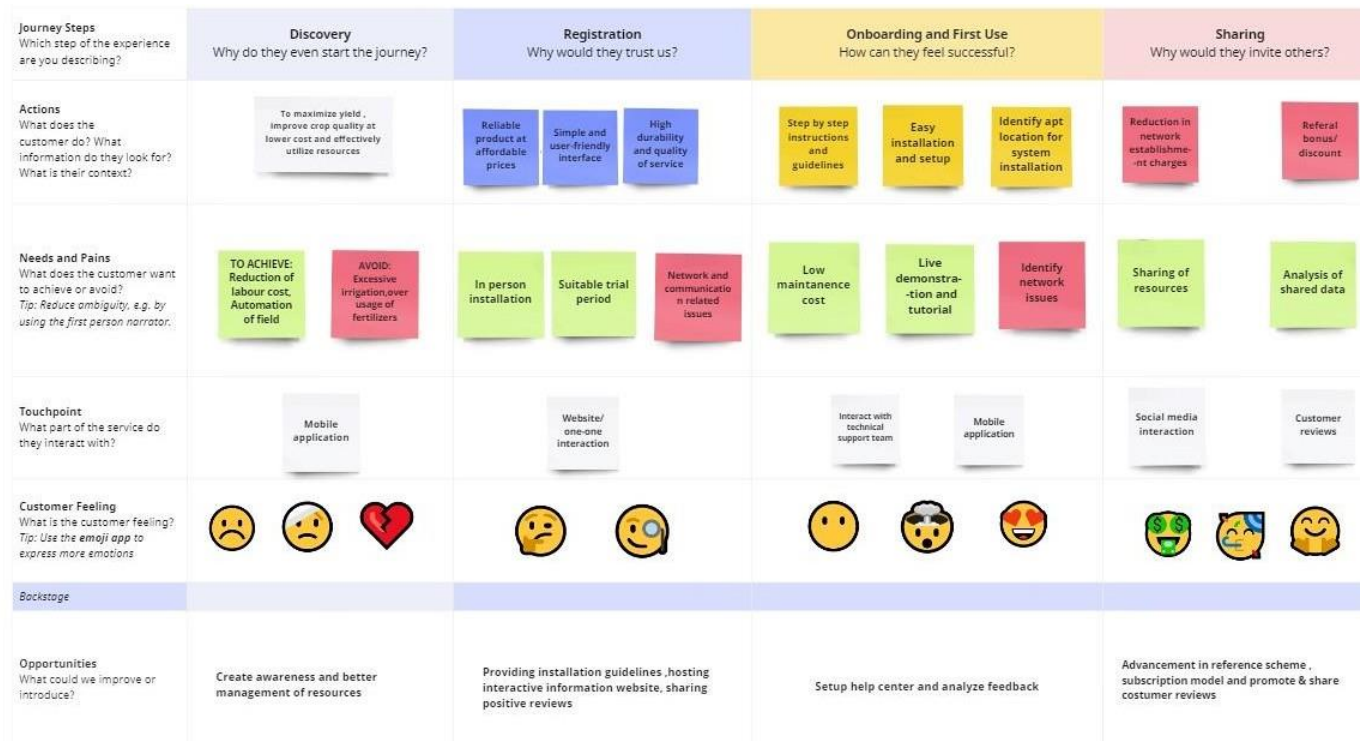


Date	08 October 2022
Team ID	PNT2022TMID34458
Project Name	SmartFarmer - IoT Enabled Smart Farming Application
Maximum Marks	4 Marks

CUSTOMER JOURNEY MAP



This is the journey of a **Game-Changer**

Game changers are people who introduce new practices to their organizations. They want inspire others to co-create and innovate together.

What are their key goals and needs?



What do they struggle with most?



What tasks do they have?

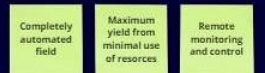


What changes for them?

Outcome

Describe how the life and environment of the customer changes once they used the product or service.

What are they able to do now?



What can they finally avoid doing?



What changed in my environment?

