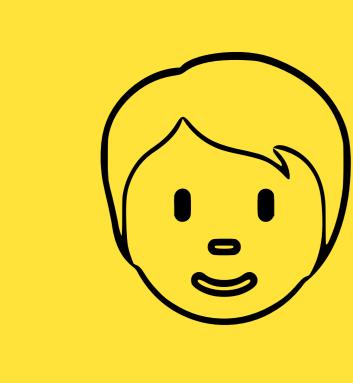
User journey

by the Design Team of Accenture Interactive NL







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

O Phases High-level steps your user needs to accomplish from start to finish	Keep monitoring the crops to detect the presence of disease.	Capture the image of the affected plants and take into the action	Use the appropriate fertilizer.	Monitor the crops regularly.
2 Steps Detailed actions your user has to perform	Check the crops at regular interval. Analyze the crops that soil for any abnormalities.	Pick the appropriate model for disease prediction and fertilizer recommendation. Check the With proper lighting take images with various angle of the crops and ensure that the disease is predicted correctly.	Check the availability of the fertilizer in the near by market. Decide the recommended fertilizer on the affected crop to prevent the disease.	Take necessary precaution recommended by the model Keep Checking the crops' health after using the fertilizer Take the same set of action for any other disease in the future
3 Feelings What your user might be thinking and feeling at the moment	Attentive Conclusive Multiperspectivity	Cautious Accomplishment Peculiarity	Analytical Snoopy Partialy relieved	Attentive Completely relieved Absorbant
	Hesitant Insecure Passive	Petrified Perplexion Nervous	Impatient Uncertain Indecisive	Terrified Unforthcoming Cautious
4 Pain points		Not knowing	Anxious to Unsure of the	Attentive to Doubtful Attentive to