





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  High-level steps your user needs to accomplish from start to finish	Information Gathering	Preparation for farming	Seeding and Fertilizing	Harvesting crops
2 Steps  Detailed actions your user has to perform	to know best plant for this season  Environment conditions demand	Preparing the soil conditions  Provide good and quality seeds	Best tim for start seeding  add the fertilizers better yielding	Harvest the crops  Sell for good cost later use
3 Feelings What your user might be thinking and feeling at the moment	successful yield in crops  To produce good a good quality profit	Shoulb be good must be quality done seeds properly	Fertilizers will provide good quality	Harvest is done successfully
	Will be loss in yielding of crops will be executed as planned will achieve good qualtity of crops	Is everything proper for farming	Is the seeds and fertilizers are given properly	are the crops in good quality