

Project Design Phase-II

Customer Journey Map

Date	25-10-2022
Team ID	PNT2022MID26204
Project Name	Project-Personal Expense Tracker Application
Maximum Marks	4 Marks



Document an existing experience

Narrow your focus to a specific scenario or process within an existing product or service. In the **Steps** row, document the step-by-step process someone typically experiences, then add detail to each of the other rows.

TIP

As you add steps to the experience, move each these "Five Es" the left or right depending on the scenario you are documenting.

<div><div>SCENARIO</div><div>Browsing, booking, attending, and rating a local city tour</div></div>	<div><div></div><div>Entice</div><div>How does someone initially become aware of this process?</div></div>	<div><div></div><div>Enter</div><div>What do people experience as they begin the process?</div></div>	<div><div></div><div>Engage</div><div>In the core moments in the process, what happens?</div></div>	<div><div></div><div>Exit</div><div>What do people typically experience as the process finishes?</div></div>	<div><div></div><div>Extend</div><div>What happens after the experience is over?</div></div>	
<div><div></div><div>Steps</div><div>What does the person (or group) typically experience?</div></div>	<div>spending the money</div> <div>finding ways to manage expense</div> <div>falling into debt</div>	<div>starts using the application by registration</div> <div>enter the expenses they spend</div>	<div>view the expense in stats</div> <div>receives mail alert when the expense goes high</div>	<div>advanced budgeting without any loss</div> <div>clear cut planning how to spend the money</div>	<div>user will be able to manage saving and expense they spend</div>	
<div><div></div><div>Interactions</div><div>What interactions do they have at each step along the way?</div><div><div>■ People: Who do they see or talk to?</div><div>■ Places: Where are they?</div><div>■ Things: What digital touchpoints or physical objects would they use?</div></div></div>	<div>tracking and planning</div> <div>get a plan</div>	<div>expense chat and history</div> <div>initial registration</div>	<div>visualize the spending area</div>	<div>receive the mail alert</div> <div>save the money for future needs</div>	<div>reduce chances of loss</div> <div>advanced budgeting</div>	
<div><div></div><div>Goals & motivations</div><div>At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")</div></div>	<div>guidance for app</div> <div>easy to understand</div>	<div>able to track the expense</div> <div>plan for each categories</div>	<div>graphical representation</div> <div>identify highly spend areas</div> <div>can track the expense</div>	<div>provides monthly saving records</div> <div>spend money efficiently</div>	<div>receive mail alerts</div> <div>feedback from users</div>	
<div><div></div><div>Positive moments</div><div>What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?</div></div>	<div>avoid repeated login</div> <div>comfortable to use</div>	<div>hopeful</div> <div>motivated</div>	<div>wise planning</div> <div>easy to save the money</div>	<div>saving of current month calculated</div>	<div>user queries are solved fastly</div>	
<div><div></div><div>Negative moments</div><div>What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?</div></div>	<div>doubtful</div> <div>uncertain</div>	<div>frustrated</div> <div>confused</div> <div>improper planning</div>	<div>finding difficult to adapt</div> <div>overwhelmed</div>	<div>cannot login without credentials</div> <div>once you come out of app you need to login again</div>	<div>pay on use</div> <div>on demand self service</div>	
<div><div></div><div>Areas of opportunity</div><div>How might we make each step better? What ideas do we have? What have others suggested?</div></div>	<div>one time login to app</div> <div>simple and efficient</div>	<div>visualization</div>	<div>notification through mail</div>	<div>can view the analysis</div> <div>gamified approach</div>	<div>user friendly system</div>	