Use this framework to better understand customer needs, motivations, and obstacles by illustrating a key scenario or process from start to finish. When possible, use this map to document and summarize real people rather than relying

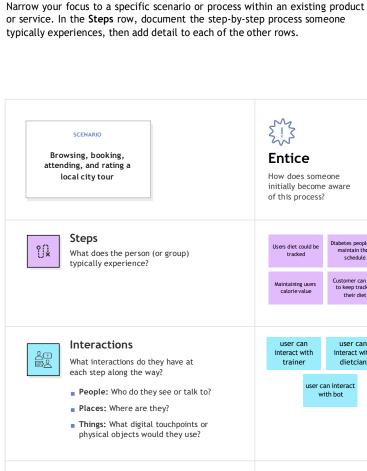
Created in partnership with

Product School



interviews and observations with on your hunches or assumptions.





Goals & motivations

primary goal or motivation?

Positive moments What steps does a typical person

Negative moments

costly, or time-consuming?

Areas of opportunity How might we make each step

better? What ideas do we have? What have others suggested?

What steps does a typical person

find frustrating, confusing, angering,

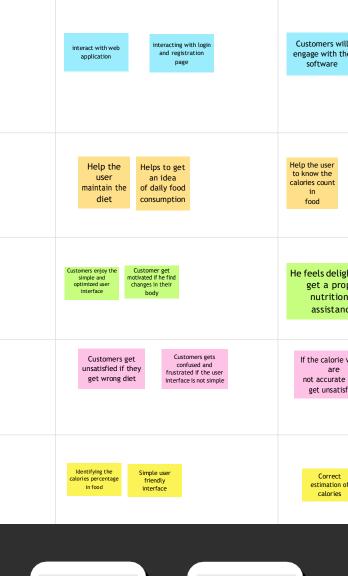
find enjoyable, productive, fun,

motivating, delightful, or exciting?

At each step, what is a person's

("Help me..." or "Help me avoid...")





 \rightarrow

Enter

What do people

UX design is well structured

Better UI and responsive

experience as they

begin the process?

Engage

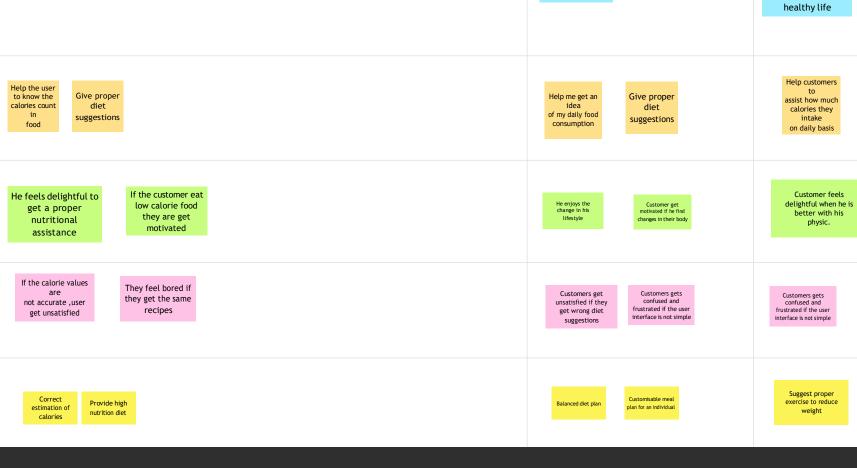
happens?

In the core moments

in the process, what

software

Customers interact with UI to know about their



 $\stackrel{\square}{\longrightarrow}$

Exit

View their calorie value

People interact with the web application and get the valid result

What do people

typically experience

as the process finishes?

Extend

What happens after the

experience is over?

Maintaining users diet

Customers will

the diet and lead a

calories they intake

on daily basis





