## User journey

People 2-9

Time 30 min Difficulty Beginner

A quick method to help you and your team better understand who you're creating for, also known as the stakeholder in your project, is to create a user journey. The details you include in this section need to reflect your user-related observations and research.

Phases  High-level steps your user needs to accomplish from start to finish	SIGN IN/SIGN UP	INPUT TEXT	TRANSLATION	
2 Steps  Detailed actions your user has to perform	CHEAK AND FIND THE APPROPRIATE INPUT  VERIFYING TEXT FROM USER INPUT			
3 Feelings  What your user might be thinking and feeling at the moment	RECOGNIZATION OF TEXT  IDENTIFY THE LANGUAGE IN THE GIVEN TEXT  CREATE THE GUI TO PREDICT THE DIGIT			
	GIVING AN ALTERED PIXEL MISSING UNDEFINED SIZE MODULES INPUTS SIZE			
4 Pain points Problems your user runs into	GRABBING THE PREDICTION OF WRONG SENSE CHARACTER TO THE TEXT GIVEN OF COLOUR OF GRID IS BY USER IS THE IMAGE DIFFICULT DIFFICULT			Share
5 Opportunities  Potential improvements or enhancements to the experience	GETTING THE USER CAN GET TAKES MORE INPUT FROM ENHANCED TIME AND FAIL INPUT FROM DIGITAL TEXT TO RESAMPLING THE USER SYSTEM THE DATA			TIP Click on the + outside the border of the table to add additional rows and columns.