User journey

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.

❶ Phases

High-level steps your user needs to accomplish from start to finish

| SIGN IN/SIGN UP | INPUT TEXT | TRANSLATION | |

❷ Steps

Detailed actions your user has to perform

| CHEAK AND FIND THE APPROPRIATE INPUT   VERIFYING TEXT FROM USER INPUT | | | |

❸ Feelings

What your user might be thinking and feeling at the moment

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| RECOGNIZATION OF TEXT   IDENTIFY THE LANGUAGE IN THE GIVEN TEXT   CREATE THE GUI TO PREDICT THE DIGIT | | | |

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| GIVING AN UNDEFINED INPUTS   ALTERED PIXEL SIZE   MISSING MODULES | | | |

4 Pain points

Problems your user runs into

| GRABBING THE CHARACTER TO GRID IS DIFFICULT   PREDICTION OF THE TEXT GIVEN BY USER IS DIFFICULT   WRONG SENSE OF COLOUR OF THE IMAGE | | | |

5 Opportunities

Potential improvements or enhancements to the experience

| GETTING THE INPUT FROM THE USER   USER CAN GET ENHANCED DIGITAL TEXT TO SYSTEM   TAKES MORE TIME AND FAIL RESAMPLING THE DATA | | | **TEAM** Deepan.k Aravinth.s Haribalaji.s Yuvaraj.r |