


## PROJECT DESIGN PHASE 2


### CUSTOMER JOURNEY


DATE:	13-10-2022
PROJECT NAME:	Project- EFFICIENT WATER QUALITY ANALYSIS &PREDICTION USING MACHINE LEARNING
Team ID	PNT2022TMID08775

### User journey



by the Design Team of Academic Interaction 16

People  
2-9

Time  
30 min

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. [?](#)

<b>1 Phases</b> High-level steps your user needs to accomplish from start to finish.	Analyzing the water	Feeling pH level of water	Separation of water based on its quality	Predict and reuse the water	
<b>2 Steps</b> Detailed actions your user has to perform.	Sign in with login credentials	Click on find water quality	Enter the pH level	Find purity level of water	If purity is achieved then it can be used for drinking
<b>3 Feelings</b> What your user might be thinking and feeling at the moment.	<div>Purity can be easily found</div> <div>If purity is not achieved then recycling techniques can also been shown</div>	New model for healthiness	Satisfied		
<b>4 Pain points</b> Problems your user runs into.	Low awareness about the model	Medium interface			
<b>5 Opportunities</b> Potential improvements or enhancements to the experience.	Increased awareness	Minimize waiting time	Ease in login		

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