

User Journey

Definition:

A **user journey** is a series of steps (typically 4-12) which represent a scenario in which a **user** might interact with the thing you are designing.

Scenario:

1. The user wants to organize their photos
2. They open the app
3. They are welcomed by the directions
 - Directions:
 - Create or choose a folder for the “right swipe”
 - Create or choose a folder for the “left swipe”
4. The user decides to create a new folder for “right swipe”
 - They click on create
 - A popup window appears asking them to name the folder and click OK
 - They name the new folder and clicks OK
5. The user decides to chooses a folder for the “swipe left”
 - They click on choose folder
 - A popup window pops up asking the user to choose a folder from the list
 - The user chooses the folder and clicks OK
6. Everything is ready for the user to jump to the next step: Organizing their photos
 - The user clicks “ready”
 - A new screen appears showing them a big preview of a photo from their camera folder
 - 3 options are showing
 - Swipe left
 - Swipe right
 - Swipe up - to keep the photo in place
 - The user swipes left
 - A new picture is shown
 - The user swipes right
 - The user needs to leave the app
 - They click home to escape the app