EXPLORER

	PRE	DURING										POST				
	Inviting	Introducing & Selecting	Soulree	Sensitizing	DIY	Herbs and Herns		Nature Bingo		Muse		Writing Feedback/Sharing Experience	Collecting Take Aways & Photograph	Payment & leave	Acknowledgement	Delivering Home Remedies Jar
User journey	User registers with name and mail User gets an invitation Card Receives a text stating date time and venue where the journey starts User confirms the slot	Reaches the starting point An introduction in game to cater by Agent Is a sealed whether opted to be Wanderer or Explorer User chooses that he/she wants to be a explorer User gets an Explorer Badge and Signup guide (booklet) User is asked to leave back their Phone User gets to start over and again with the purpose of soul later Until takes the mentioned as a structure to be followed, Agent gives a Wanderer Pass to allow Big Circle of Healer Hyper gets Released or not User enters the Big Circle of Healers Hyper gets Released or not Agent Soulree, Plants around Soulree, Water Bowl, Trees, Greenery Greenery, Animals, birds, Pebble-stones, Sitting stool, Fresh air-notepad, Quotes, Soulree Sol, Agent, Explorer-Guide Book Nature, Weeds, flowers, Plants, Twigs, Agent, Paper Bag Agent, DIY information Easel Agent, cloth to blindfold, (objects to sense, 3 boxes Agent, Thread, scoter, punching machine, Fevicol, natural objects-collected, twigs, paper, examples of DIY, paper bag Completed DIY Herbs and herbs seed(trim board) Agent Home Remedy 1 jar, ice cream sticks to taste, Tissue, Dustbin, Agent Home Remedy 2 jar, ice cream sticks to taste, Tissue, Dustbin, Agent Agent Explore Guide Book, Nature Bingo Sheet, Agent, Nature Nature Bingo Sheet Nature Bingo Sheet, Winner Badge, Agent Muse-seed(information board) Exhibition, Nature Sinakara Plant Agent	Seeing guided by agent to Collect Bingo from before reaching DIY station User gets a paper bag to collect Bingo User is welcomed by Agent Cue DIY-pendes Before DIY, a process opens to unload in a process sensitivity and observation power Learn a Sub-divided and asked to cover, cover eye, ear and listen guess the objects in hand Are guilt free and engaged by agent of the whole talking and giving clues User enters the Big Circle of Healers Hyper gets Released or not Agent