

# Submission Experience User Story Map

## TLDR

**Submission Experience improves the Veteran experience of claim submission** by addressing system errors, confusion, missing information, and cognitive load that doesn't meet the level of quality Veterans deserve. This feature begins at the point when the Veteran clicks "submit" on a disability benefits application on va.gov and ending when the claim is established in VBMS and all initial doc uploads succeed or the submission process fails.

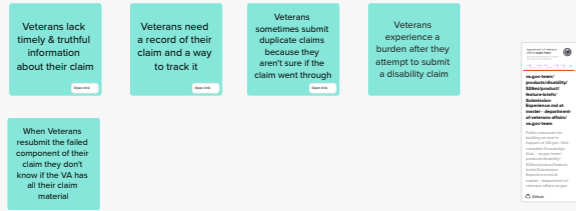
## What is the problem we're solving?

1. Veterans lack timely and truthful information about their claim
2. Some Veterans don't have a "receipt" of what they submitted
3. Some Veterans can't track the status of their claim, so they can't get updated information
4. Veterans experience a burden after they attempt to submit a disability claim, in terms of:
5. When Veterans resubmit the failed component of their claim they don't know if the VA has all their claim material
6. Veterans sometimes submit duplicate claims because Veterans aren't sure if the claim went through

## Proposed Solution

We aim to give Veterans more clarity on the status and outcome of their claim submissions, with a means of tracking their claim status that is timely and intuitive. This proposal breaks down the work of Submission Experience into focused and strategic groupings to improve delivery. Each grouping is tied to a problem statement (see above).

Logic for prioritization is based on research findings and a balance of Veteran desirability, technical feasibility, and business viability.

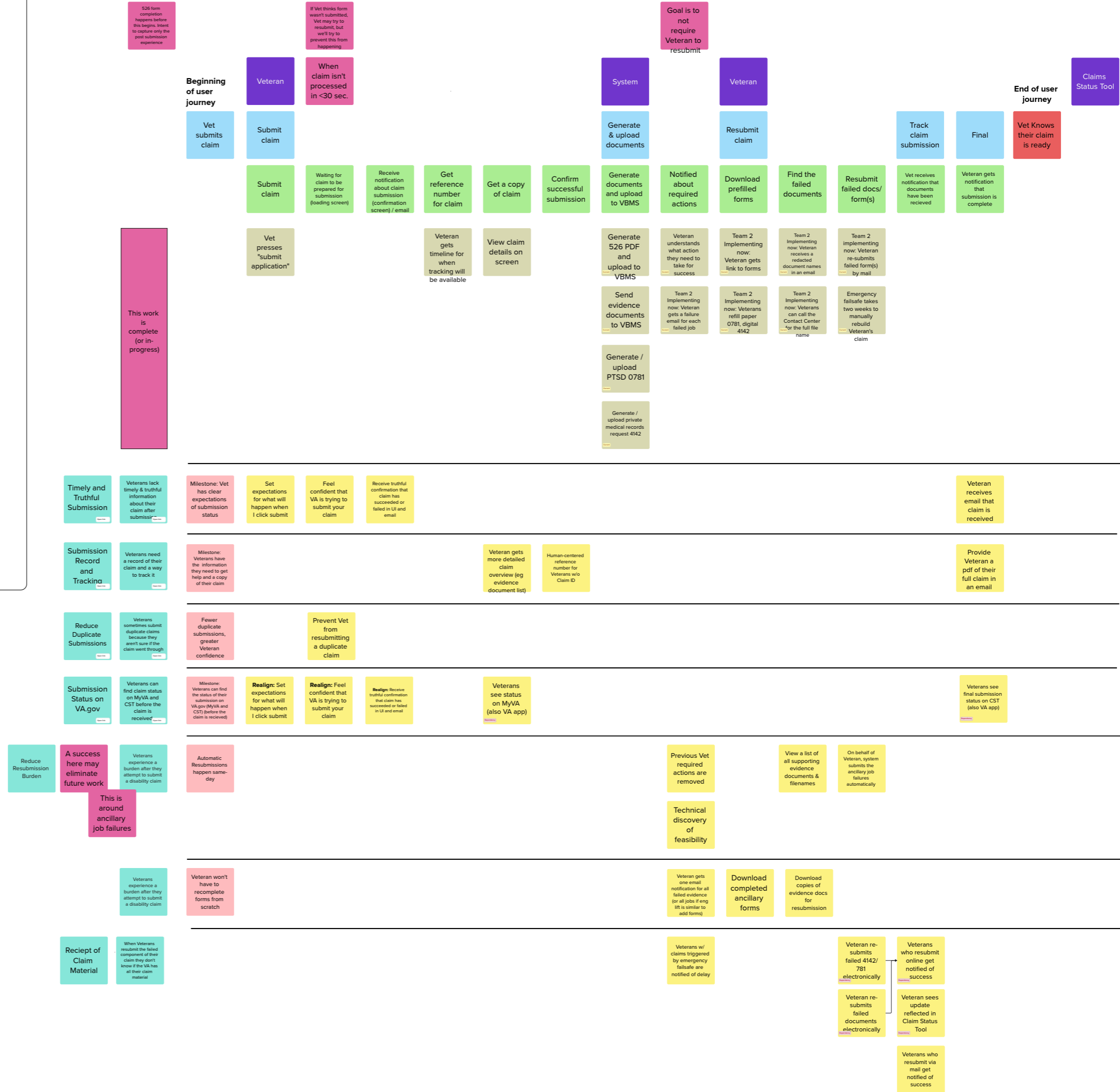


## Legend

- Impacted Stakeholder
- Helpful context
- Persona (human or system)
- High level tasks users can do
- Steps users go through to complete the activity above
- Completed Work (User Stories)
- Epic tied to feature brief problem statements
- Hypothesis (Milestone)
- Discrete interactions to complete the step above (User Stories)

## Release boundary

This work is complete (or in-progress)



## What is a user story map?

A lean UX-mapping method that uses sticky notes and sketches to outline the interactions that the team expects users to go through to complete their goals in a digital product.

Story maps are intended to spark collaboration and conversation while providing teams with the bigger picture of how the digital product flows and fits together.

A user-story map depicts 3 types of actions at different granularity: activities (the most general actions), steps, and details (the most specific actions). User activities and steps display horizontally across the top of the map, and the details stack vertically underneath their respective steps in priority order.

Once created, teams will maintain and refer back to their story map over time; they add to it, modify it to reflect the actual state of the product, and use it to guide what to work on and release in subsequent sprints.

Story maps are best constructed by small teams with representatives from product, UX, development, and QA working collaboratively to discuss and shape the product plan.