**Wheel Of Fortune Project**

**Business Case Study**

**Overview:** Wheel of Fortune is a mobile application that allows the user to win prizes by just spinning the wheel.

**Target:** The target mass of this application is everyone who wants to win prizes easily by just touching the screen and let the luck choice their prizes.

**Technologies Used in This Project:** This project will be done using Flutter.

Flutter is a framework of Dart language which is created by google, and it’s an easy framework that can the developers use to create and develop their mobile applications with it.

**Goal of Project:** The main goal of the project is reaching all the users around the world.

**How the application will be used:** The user will launch the application, the home screen of the application is a screen that have two button, first button says : **Spin The Wheel,** and the second button says : **See Prizes History,** When the user clicks on the first button a spin wheel screen will be shown then when spin or touch the wheel, the wheel will be spinning and stops on some prize, then it will show to user the prize that they win, when the user clicks on the second button it will show the user the history of prizes that they already win.