

# NÃO SABER O QUE JOGAR

PLAY



# GRUPO

IAGO  
FEREGUETTI

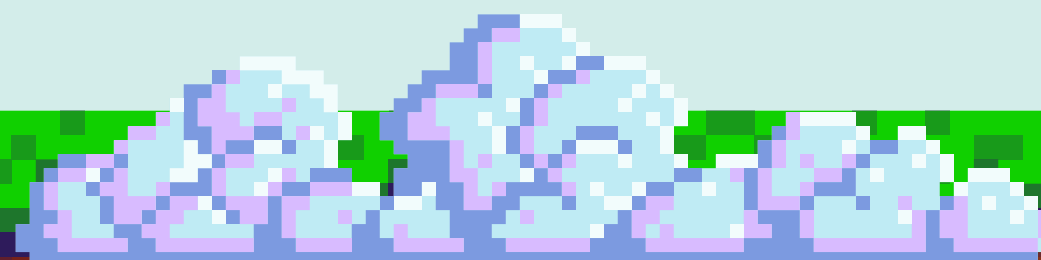
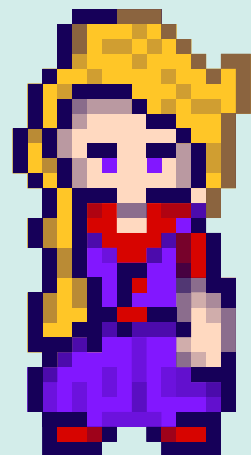
ARTHUR  
CLEMENTE

GABRIEL  
CUNHA

PEDRO  
AUGUSTO

DANILO  
PARIS

DIEGO  
MOREIRA



# TÓPICOS

- **1** **PROBLEMÁTICA**  
*Entender o problema*
- **2** **DESIGN THINKING**  
*Propostas de soluções.*
- **3** **METODOLOGIA**  
*Métodos pensados para solucionar o problema.*

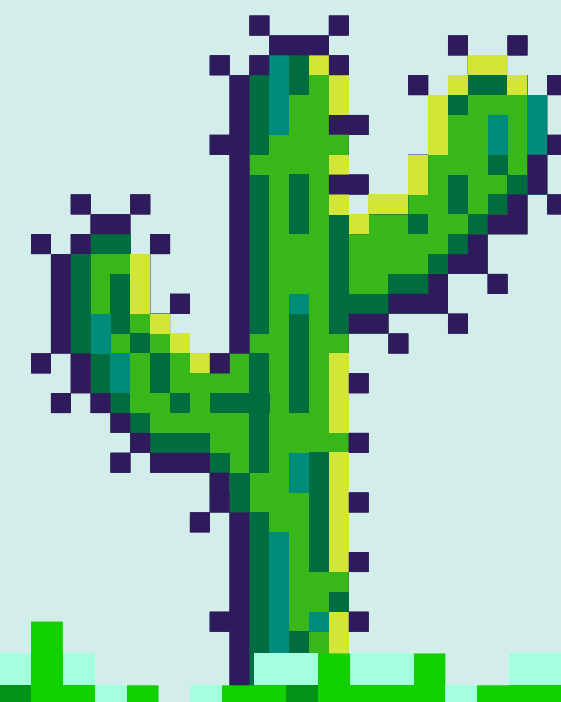
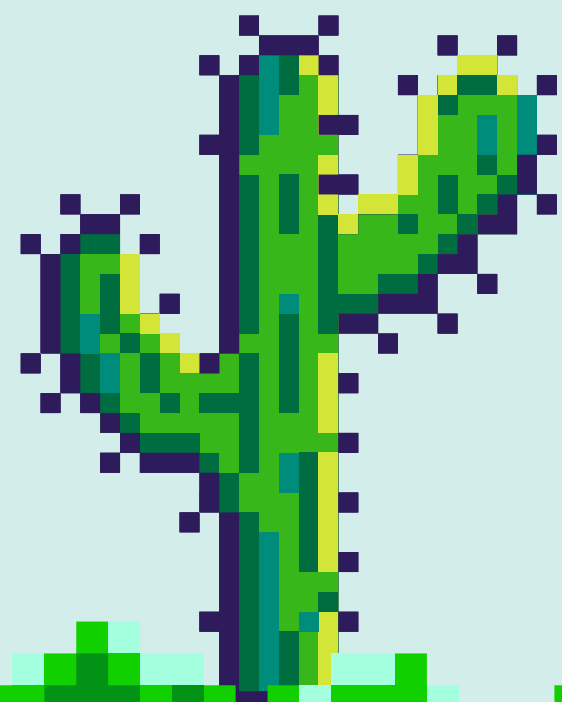
- **4** **ARQUITETURA DA SOLUÇÃO**  
*Componentes e Tecnologias usados.*
- **5** **SOFTWARE PRONTO**  
*Mostrar o software pronto e funcionando.*





# PROBLEMÁTICA

Que tipo de problema é "Não  
saber o que jogar"?



# DESIGN THINKING

Estratégias usadas  
para entender o problema.

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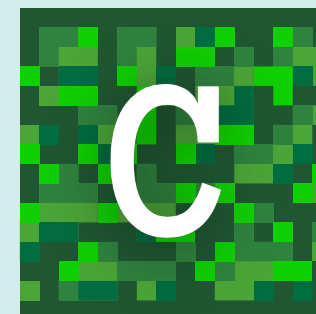
Matriz de  
alinhamento  
CSD

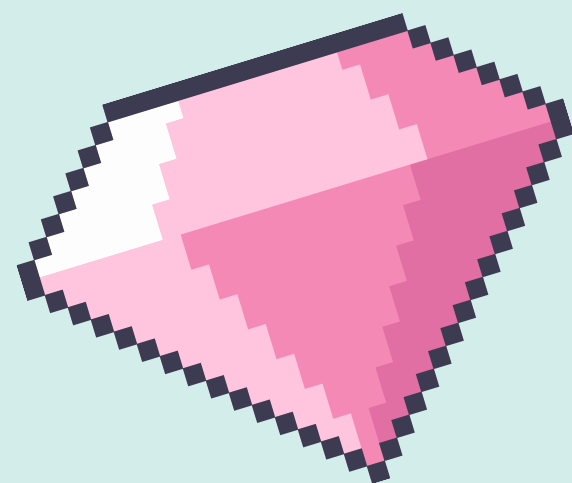


Personas



Entrevista  
Qualitativa

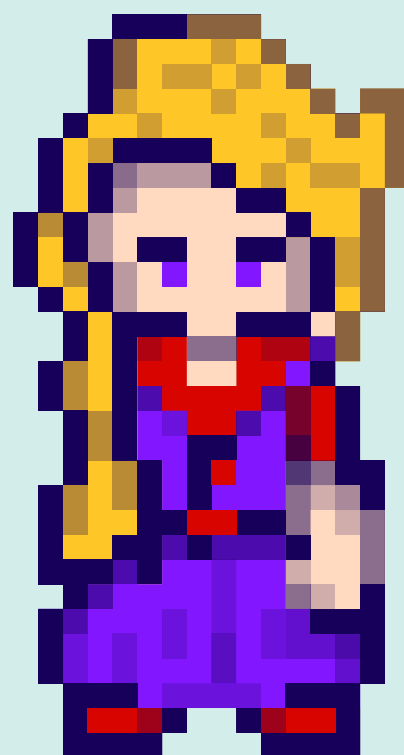
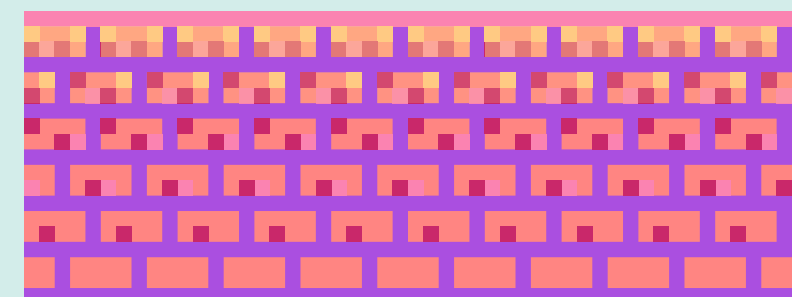
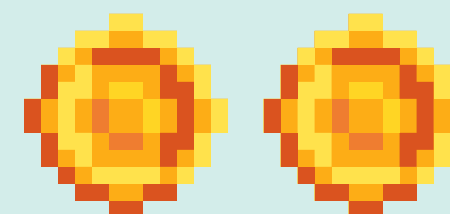




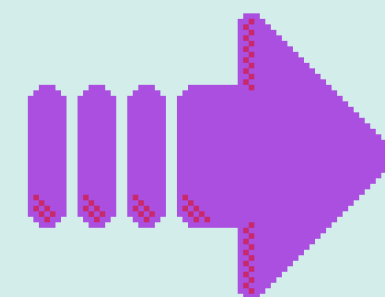
# METOLOGIA



MÉTODOS USADOS



AVANÇAR PARA A  
PRÓXIMA PARTE

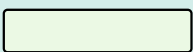




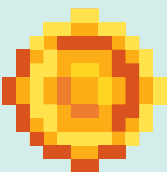
# ARQUITETURA DA SOLUÇÃO



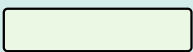
COMUNIDADES



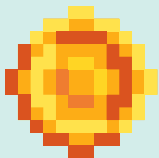
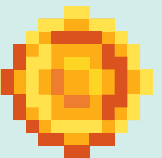
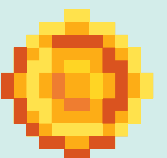
Maior  
interação



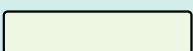
FILTRAGEM DE JOGOS



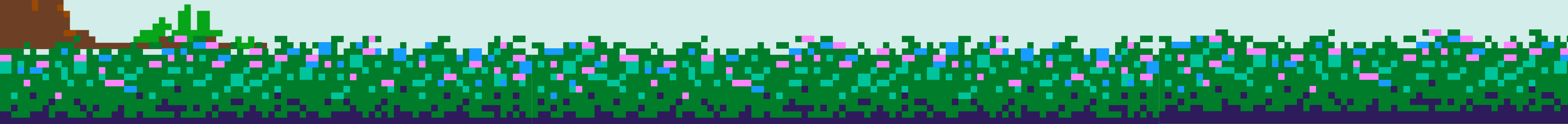
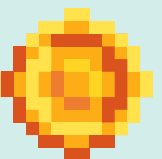
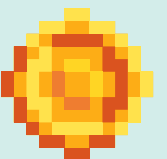
Otimização do  
tempo



AVISO DE PROMOÇÕES

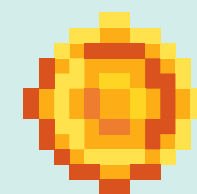
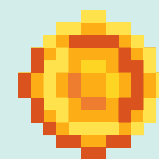
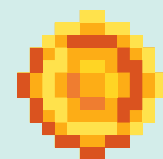
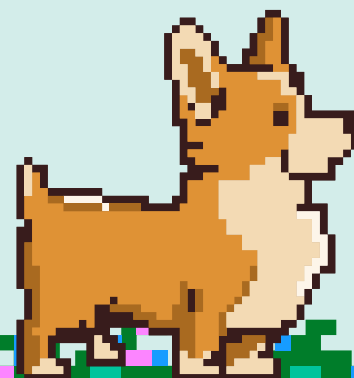
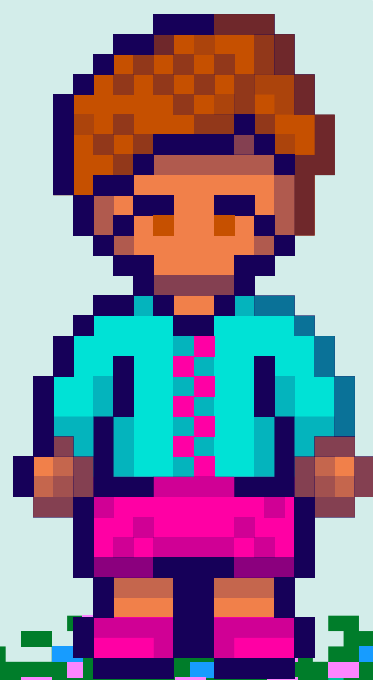


Acessibilidade



# SOFTWARE PRONTO

Agora mostraremos o software  
pronto e funcionando.





OBRIGADO PELA  
ATENÇÃO!

