Overview:

Our goal is to optimize the user experience of a flow used to challenge other users on mini-games and win a hight fixed bet. Currently, users choose an opponent, select a game,, and place a fixed bet (51 Coins) . However, we want to improve the flow by implementing dynamic betting to allow users to place higher bets based on the game and the opponent's skill level.

Research:
To implement dynamic betting, we need to consider a few factors:

Game Difficulty: The difficulty of the game will play a significant role in determining the maximum bet amount. For example, a user should not be able to place a high bet on an easy game.

Opponent Skill Level: The skill level of the opponent will also play a role in determining the maximum bet amount. A user should not be able to place a high bet on an opponent with a low skill level.

User History: The user's history of wins and losses should also be considered when determining the maximum bet amount. If a user has a history of winning, they should be allowed to place a higher bet.

Risk Tolerance: The user's risk tolerance should also be taken into account. Some users may be more risk-averse than others and may not want to place a high bet.

Optimization:

Game Selection: The user should be able to see the difficulty level of the game before selecting it. This will allow them to gauge the maximum bet amount they can place on the game.

Opponent Selection: The user should be able to see the opponent's skill level before selecting them. This will allow them to gauge the maximum bet amount they can place on the opponent.

Dynamic Betting: Based on the game difficulty, opponent skill level, and user history, the system should suggest a maximum bet amount for the user. The user should also be able to manually adjust the bet amount based on their risk tolerance.

Feedback Loop: After the game is complete, the user should receive feedback on their performance and their bet amount. If they won the game but placed a low bet, the system should suggest a higher bet amount for the next game.

Social Integration: Users should be able to share their wins and losses on social media platforms, such as Facebook or Twitter. This will allow them to show off their skills and challenge their friends to games.

User Story:
As a user, I want to challenge other users on mini-games and win a fixed bet with dynamic betting. I want to be able to select a game and an opponent based on their skill level, see the suggested maximum bet amount, and adjust the bet amount based on my risk tolerance. After the game is complete, I want to receive feedback on my performance and my bet amount, and I want to be able to share my wins and losses on social media platforms.

User Flow:

User selects a game from a list of options and sees the difficulty level of the game.
User selects an opponent from a list of options and sees the opponent's skill level.
System calculates a suggested maximum bet amount based on the game difficulty, opponent skill level, and user history, and displays it to the user.
User manually adjusts the bet amount based on their risk tolerance.
User confirms the bet amount and starts the game.
After the game is complete, the system provides feedback on the user's performance and the bet amount.
If the user won the game but placed a low bet, the system suggests a higher bet amount for the next game.
User has the option to share their win or loss on social media platforms.

Game Selection Screen:
The user can choose a game from a list of options. The difficulty level of the game is displayed next to each game title.
Game Selection Screen

Opponent Selection Screen:
The user can choose an opponent from a list of options. The skill level of the opponent is displayed next to each opponent's name.
Opponent Selection Screen

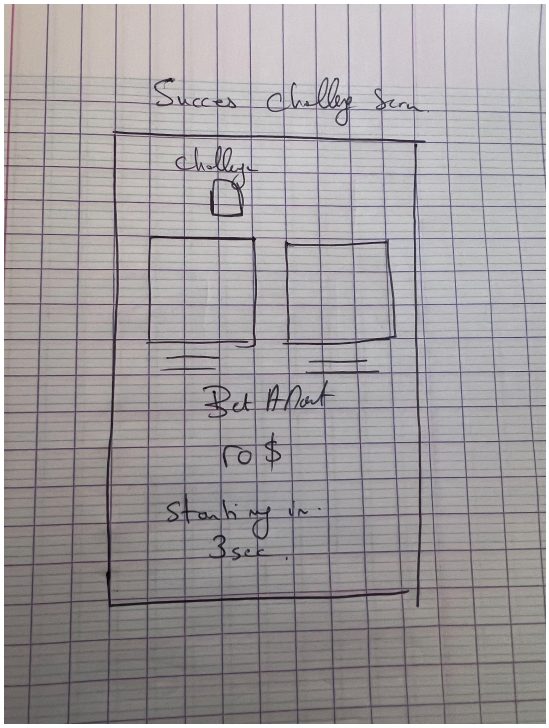
Dynamic Betting Screen:
The user is presented with a suggested maximum bet amount based on the game difficulty, opponent skill level, and user history. The user can manually adjust the bet amount based on their risk tolerance.
Dynamic Betting Screen

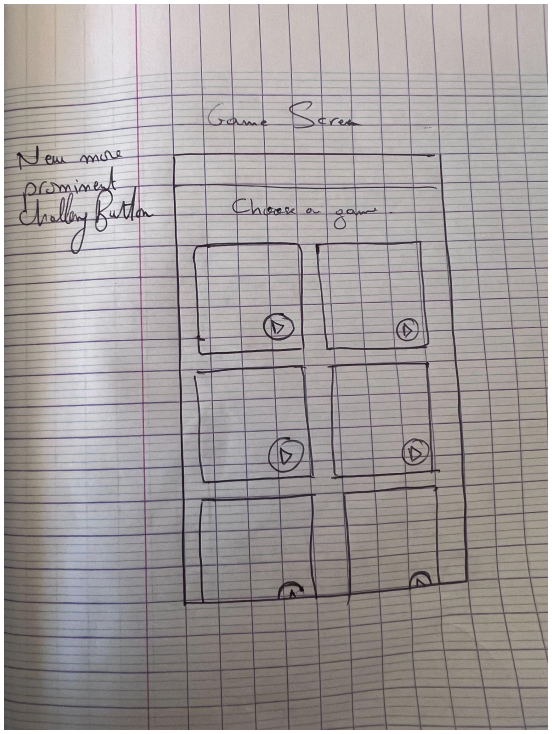
Feedback Screen:

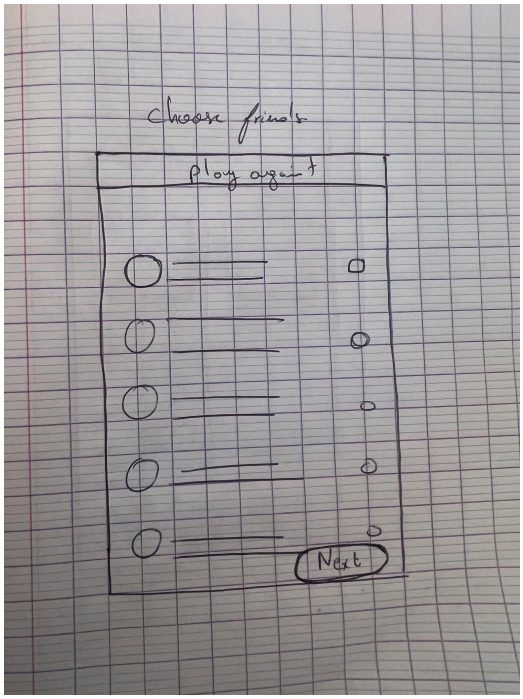
After the game is complete, the user receives feedback on their performance and their bet amount. If they won the game but placed a low bet, the system suggests a higher bet amount for the next game.
Feedback Screen

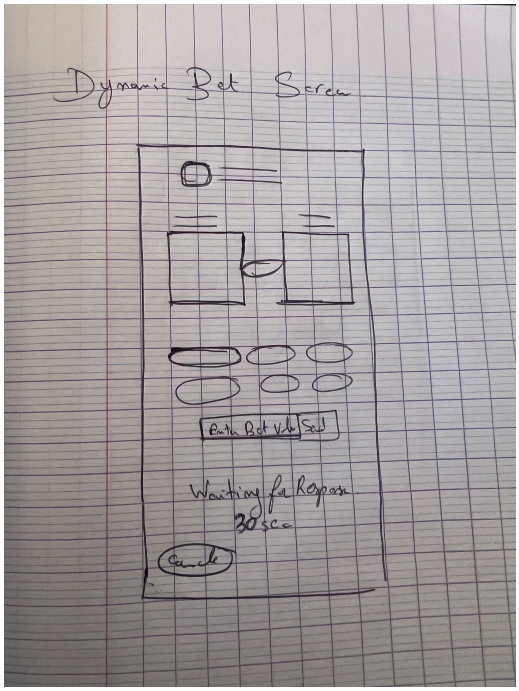
Social Integration Screen:
The user can share their wins and losses on social media platforms, such as Facebook or Twitter. This will allow them to show off their skills and challenge their friends to games.
Social Integration Screen

Sketches:

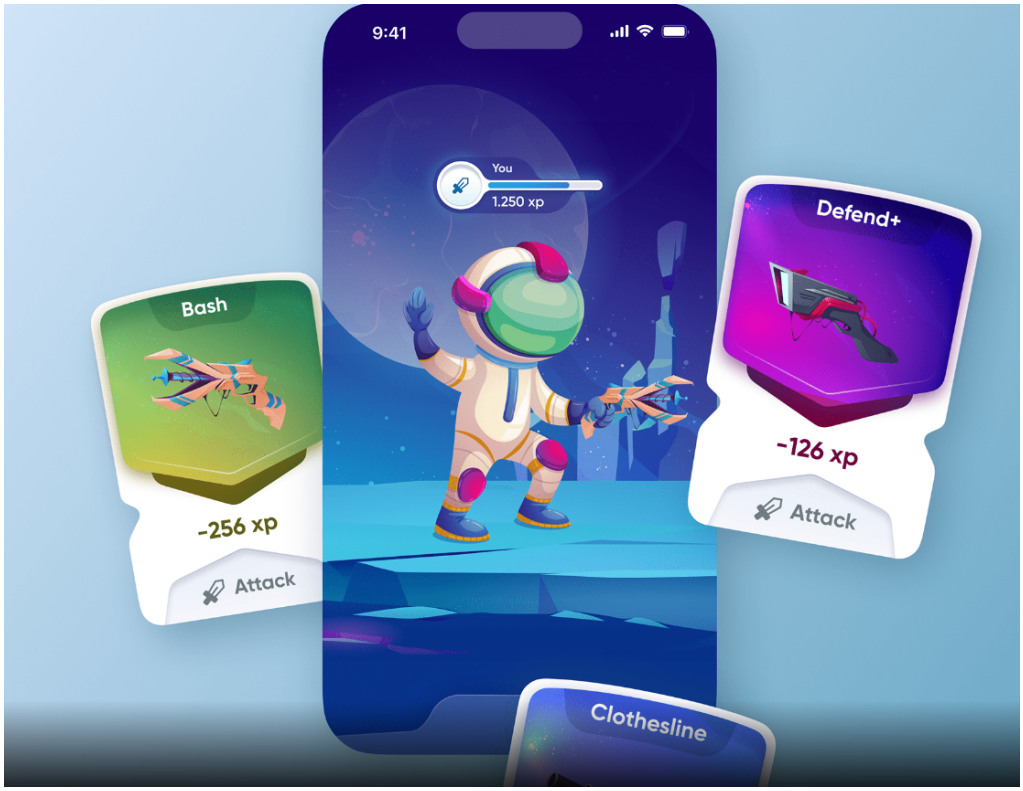

Succes Challeg Scrn
Challeg
Bet Amt
10 $
Starting in:
3sec.

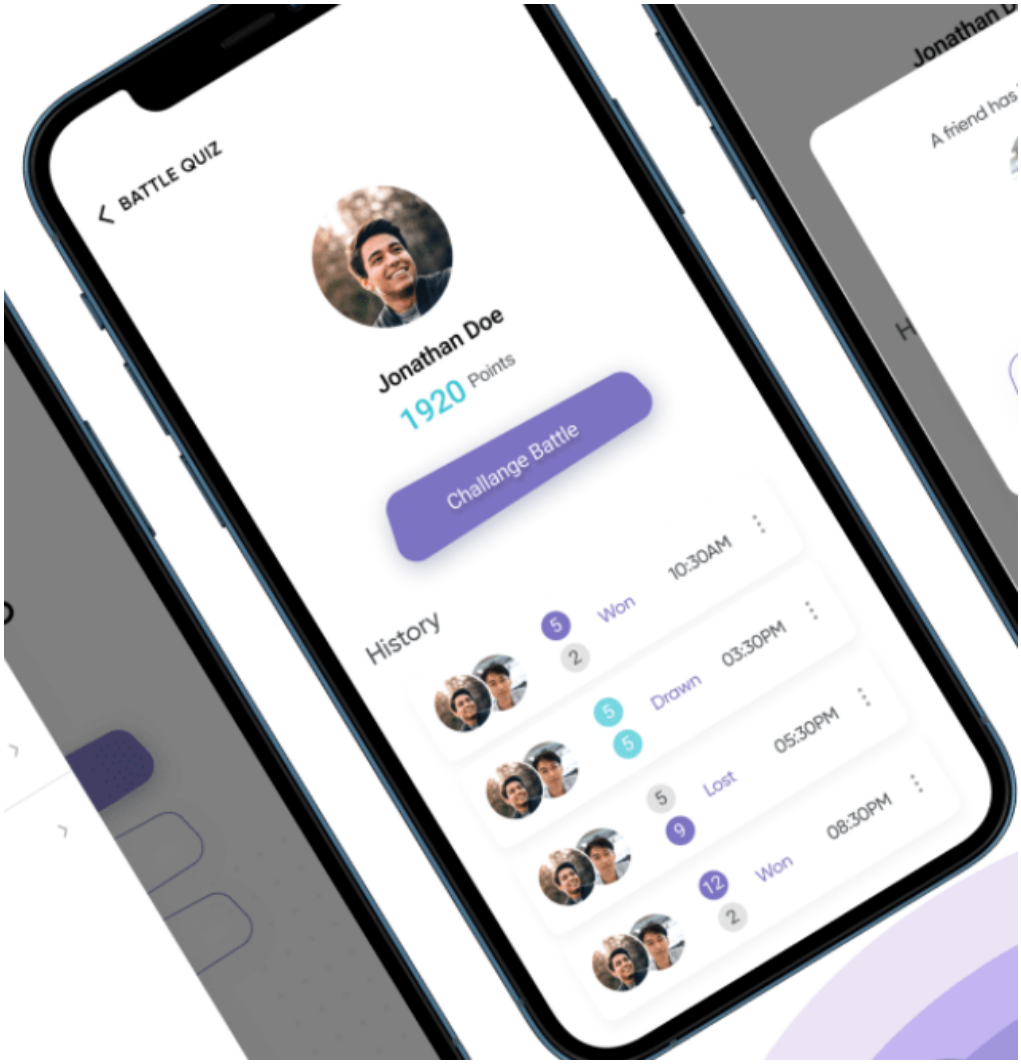

Game Screen
New more prominent Challeng Button
Choose a game

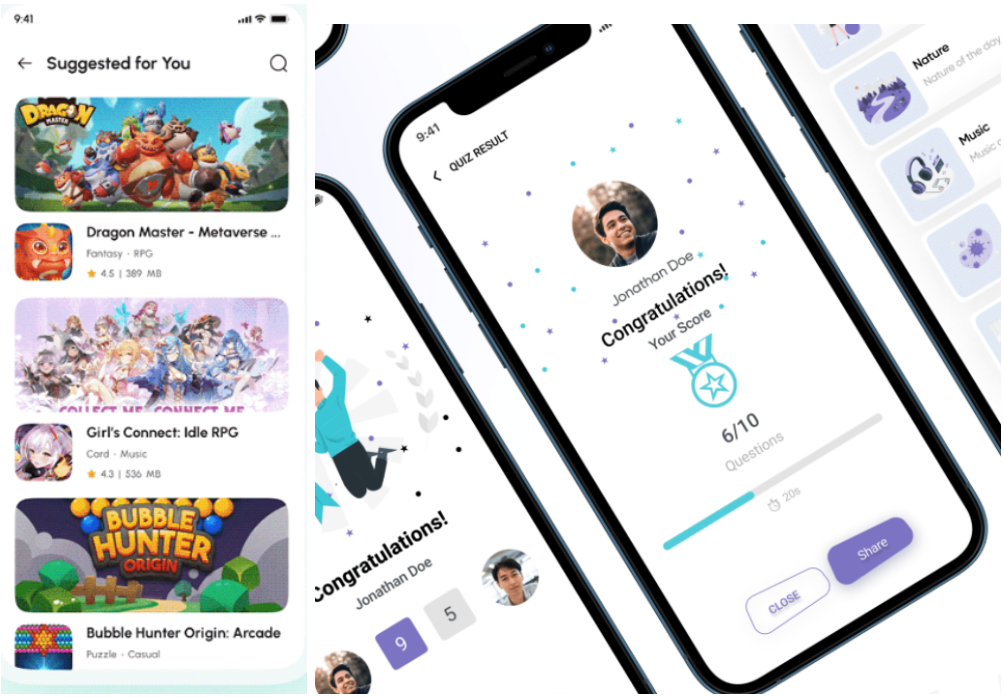

Choose friends
Play again?
Next


Dynamic Bet Screen
Both Bet Vals
Set
Waiting for Response
30sec
Cancle

Moodboard (For inspiration purposes)




BATTLE QUIZ
Jonathan Doe
1920 Points
Challange Battle
History
5
2
Won
10:30AM
5
5
Drown
03:30PM
5
9
Lost
05:30PM
12
2
Won
08:30PM



Conclusion:

In conclusion, by implementing dynamic betting, we can optimize the flow used to challenge other users on mini-games and win a fixed bet. By taking into account game difficulty, opponent skill level, user history, and risk tolerance, we can suggest a maximum bet amount for the user. This will not only improve the user experience but also increase engagement and social sharing.