**Written Task - BetTube**

At BetTube, we want to develop a responsible gambling platform. By analysing the betting history of each client, we want to be able to automatically detect whether they are exhibiting betting behaviour that could lead to irresponsible gambling. This sort of betting behaviour may include:

* Sudden increases in wager amounts
* Doubling wager pattern
* Loss-chasing patterns.

We would like you to choose one of these example betting behaviours and discuss a method for creating a model and/or algorithm that could detect such behaviour. We would like you to also state the historical data and features that you would require to carry out such an investigation. The report should be a maximum of two pages and kept in layman's terms.