Responsible Betting: A Better User Experience

- Identify a specific user problem related to responsible betting (e.g. overspending, losing track of time, emotional betting after losses, difficulty setting personal limits on spending, losing track of how much they've bet over time, lack of insights into betting habits).
- Define the user journey for addressing this problem.
- Design one or two key screens in Flutter that would solve or alleviate this problem.

What is the problem you're trying to solve?

1.Who is the user? Select one from the user sheet.

2. When and Why does this problem occur?

3. Write down the essential aspects of the context or constraints that you need to consider. These could include shifts in the ecosystem around the user, as well as technological, geographic, or time-based factors.

4. What are some possible solutions to your design question? Think broadly. It's fine to … sentence is the same as existing.