

roleta sorteio online

case study: Aplicativo de roleta que paga dinheiro.

1. Introducao:

Name: Pedro

Age: 25

Gender: Male

Location: Sao Paulo, Brazil

Job Occupation: Marketing Analyst

Professional Goal: Become a successful entrepreneur and investor.

Personal Goal: Travel to 5 different continents in the next 5 years.

Time Spent Using App: 30 minutes per day, 5 days a week.

2. Background Information:

a. The context of the use of the application:

Pedro is a busy young professional, always looking for ways to make

some extra money on the side. He has a passion for numbers and often finds

himself indulging in online games that offer a chance to win real cash. He discovers an app that offers a roleta game that allows him to bet on the outcome

of spinning a wheel for real money.

b. Goals and motives for using the application:

Pedro's goal in using the app is to win enough money to cover his

monthly expenses and take a much-needed break from work. He's motivated by

the possibility of winning enough to invest and eventually open his own business.

3. Description of Application use:

a. features used most often:

The roleta game with various betting options (red, black, even, o) Tj T* BT

The option to create my betting combos.

The history feature that allows him to track his previous betting

outcomes.

b. How often he uses it based on his frequency of use, amount of time spent:

Pedro spends 30 minutes on the app every weekday. He mostly uses it

during his morning and evening commute or between meetings.

c. how he came to know this application, and the factors that made

him use it:

Pedro discovered the app through a Google search for 'real-money

roleta games' after a friend recommended it. He was intrigued by the game's

classic and user-friendly interface and the options available on the platform.

He was also amazed by the app's history feature which allowed him

to track his past betting outcomes.

d. For how long (duration) I have been using the application:

Pedro has been a subscribed member of the app for four months, spending

30 minutes on it every weekday.

4. In-depth: Obstacles and solutions:

a. Point of pain: