

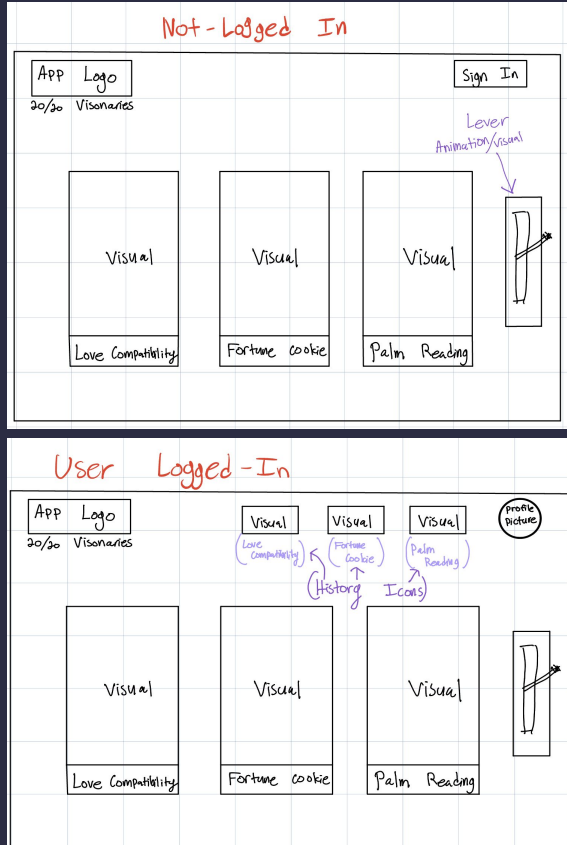
**Improving the
student experience
by alleviating
decision-making
anxiety.**

Home Page

Potential Features:

- Form to fill out with user information:
 - Name
 - Birthday
 - Age
- Select from 3 fortune telling options (Manual/Randomized)
- Login
- Access previous fortunes

Selection Page (part of Home Page)



Design Notes:

- 3 large visuals
 - Composed of mystical/mysterious cards representing that particular choice (love compatibility, fortune cookie, palm reading)
- 3 Smaller Visuals
 - Used as icons to represent a users fortune history
- Lever on right can act as randomizer (can replace lever with any sort of randomization selector gadget)
 - Decision can be made in the future

option 1: compatibility based on astrology (zodiac signs)

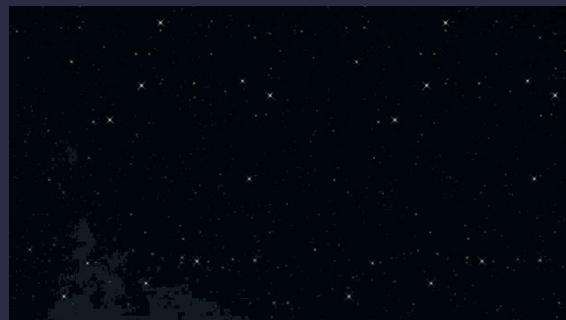
baseline features:

1. ask the user to input both their and another person's birthday, and birth time if known
2. output random result

if time allows:

1. animation of moving stars and zodiac signs
2. longer, highly detailed paragraph long result explaining why their signs are or are not compatible
 - a. could also include advices and suggestions
 - b. either be pre-written or AI generated
 - c. sections for romantic compatibility, friendship compatibility, professor-student compatibility, etc.
3. multi-language support
4. interactive star wheel as input method
 - a. 3 wheels inside one another, spinning it adjusts month, day, and time of birth
5. sound?
6. NASA API?

examples



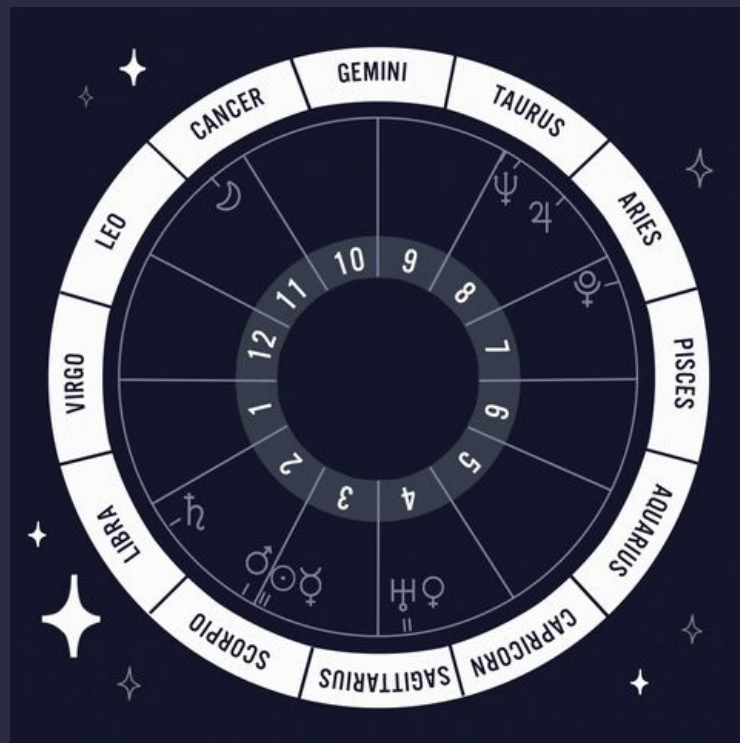
Do Scorpios fall
in love quickly?

Scorpio's ability to be direct and establish immediate intimacy causes people to fall for them quickly, but it takes them a while to open themselves up to someone enough to really fall in love. For Scorpios, love is the capacity for pain. Love also means partially relinquishing some self-control and this is especially hard for a Scorpio.

When they do let someone in, they fall in love completely. They can be fiercely possessive. Scorpios want to learn everything about you. They want to be around you as much as possible and can get attached scarily fast.

fast.

want to be around you as much as possible and can get attached scarily



Zodiac Compatibility

Choose Your Relationship Purpose

Professor



How to seduce a Scorpio

- Wear an outfit that makes you look innocent. Pair it with slightly smudged eyeliner so they can tell you're a little unhinged under the surface.
- Dim the lights. Put on a mournful Joni Mitchell song and ask them very seriously what their deepest fear is. Suggest that this has something to do with their childhood.
- If they are quick to tell you that they love you, it's a test. Don't say it back until you're sure you both mean it.

DO NOT DATE A SCORPIO

- Wear an outfit that makes you look innocent. Pair it with slightly smudged eyeliner so they can tell you're a little unhinged under the surface.
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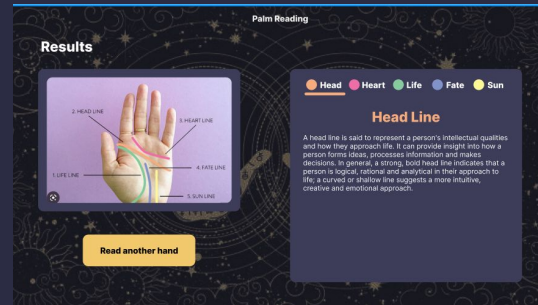
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Option 2: Palm reading/heartbeat

Features: Javascript entry with webcam that enables the reading of palms and “detecting heartbeat”

Design:



Option 3: Fortune Cookie style

Pros:

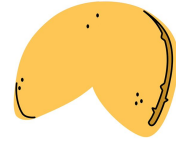
- Quick, simple, fun, easy to understand

Cons:

- The quotes have to be really broad, so it can target everybody
- Has to have a lot of different numbers of advices

Features:

- Have a daily fortune cookie
- Animation of cookie opening accompanied with sound effects



Color Scheme/ Theme



Focusing on a lighthearted theme, the yellow will likely be for buttons / interaction to draw attention to what the user should be interacting with. The blue will be the main part of the website, and black for aesthetics

Statement of Purpose

- Many fortune telling applications are geared towards older generations (Millennials), however there remains a large marketplace for students that can be further tapped into.
- Focusing on student-related topics such as classes, grades, relationships, and other similar areas will create a more detailed experience for the user
- Many users prefer specific fortune-telling applications they use more frequently. Providing multiple styles of fortune telling will attract a broader audience.

User personas

User personas: meet **Bob**

Bob wants to know whether to study for CSE 101 or CSE 110.

He uses the **heartbeat reader** to determine his grades for his class. After placing his palm under his phone camera, the app predicts that he will get an A in CSE 101 but a B in CSE 110.

He studies hard for CSE 110 and aces both classes.



Bob Ramirez (he/him)
3rd year CS major in Muir
Single, straight
Enjoys rock climbing
Familiar with technology
Uses his iPhone

User personas: meet **Alicia**

Alicia is enrolling for her spring quarter classes and is deciding between two professors.

She uses the **Zodiac compatibility calculator** to determine the professor whose teaching method will best fit her learning style.

After the quarter ends, she ends up connecting with her recommended professor out of class for career opportunities.



Alicia Liu (she/her)

1st year visual arts major in Seventh

In a relationship

Interested in photography

Using Chrome on a Windows 11 laptop

Risks and Rabbit Holes

- Walking a fine line between quantity and quality
 - We've currently decided to split out group into 5 teams working on 4 parts of the project (3 of which will be fortune telling apps)
 - This raises the question "will this be enough?".
 - We're essentially creating a fortune telling app with multiple sub-apps, so it would make sense to have as many as possible.
 - However, as we only have 5 weeks to work on it there's probably not much time to develop any more than 5-6 sub-apps

The Big Question: Should we focus on making 3 really good fortune telling sub-apps or shoot for 5-6 that work, but might not be as good?

Risks and Rabbit Holes

- **If we go the quantity route**, we risk “biting off more than we can chew”. It’s possible that we decide to take on too much, which can lead to us not being able to finish the project in the time. We will also have to resort to “solo programming” to get all the features done, which might result in sub-products with differing qualities and an inconsistent theme.
 - We can get around the latter by setting strict style guidelines (font, available colors, etc)
- **If we go the quality route**, we might “overdevelop” each product and realize by the end of the development process that we could’ve spent the “extra time” working on more fortune telling sub-apps than just the initial 3.
 - Can get around this by discussing expectations for each app so we don’t waste time adding too many unnecessary features and know when to stop

Risks and Rabbit Holes

- Losing our target audience
 - While developing each sub-app we may find that we are just developing a generic fortune telling app that is not catered towards students
 - To get around this we should get together and brainstorm some things that students like ourselves would want in a fortune telling app and then use those findings as guidelines for developing each feature

Project Roadmap

Week 5 - Finish Brainstorming

Week 6 - Initial Designs / Prototypes for each part of the project

Week 7 / 8 - Finalizing Designs + adding features (2nd and 3rd Iterations)

Week 9 - Advanced adjustments to visual aesthetics (animations), and finalizing project

Week 10 - No new features, only emergency / delayed fixes.