Problem definition and statement of purpose:

Fortune Telling: People who are struggling with uncertainty in their lives want to turn to a source of guidance.

→

General statement of purpose: We want to provide a source of reassurance about their current circumstances.

People may be stressed about something in particular going on in their life

→

We want to provide an outlet that will help them feel at ease through spiritual comfort

People are not satisfied with their current direction in life

→

We give advice as to how to find meaning in life. How to navigate the future effectively.

1. We want our product to interact well with users and provide a personalized fortune telling experience. So the fortune telling approach we want to go with should be able to satisfy the need of interaction the users wanted.

3. When it comes to the fortune telling approach, we want to make sure that the way we choose is a commonly acknowledge way so our app can be recognized and used by more people.

2. When considering user's expectations, we need to make sure that the fortune telling way is still attractive when the users can only interact with their device rather that real people. So it's better if we create an app that does not go to specific into the real life. i.e. we want to build an app facing a large group of people. So the teacup reading or hand reading ways may not be good for us.

Purpose: To have an outlet that provides people with unique and positive insights into the future while also being entertaining.

If we are doing a fortune telling app, I feel like tarot card is a good way to get started.
1. Tarot cards is a common fortune telling way and there are many people who believe in it.
2. It would still work when we present it as an app. There are many other fortune telling ways that would work great in-person but people won't buy it if it is an app telling it to you.
3. with tarot card, it is easier to interact with users. (they would be able to click the cards and e-flip them)

Features:
Must have:

main function of the app (user input question, output something fortune related)

personlize (different question has different response)

can open on phone(sizing)

easy to use/user friendly (something like simple function buttons or textbox)

Would be nice if we have:

link sharing

⭐

chatbot using API(chatgpt roleplay)

Voice Interaction voice to text, text to voice

animation while waiting for response (witch, card shuffle)

"you might like.." or What to do/not to do today

output 1 sentence at a time

mood(BERT) different response has different tone

donate us(jk)

Rabbit holes:

Data: depending on the app design and features we would need to store and write a large amount of custom fortunes. Workaround: use either an AI generative system or do fortunes like Mad Libs to reduce complexity

Design: designing from CSS is difficult to visualize and will delay the team's view of the project. Before any front end coding we should have a Figma and aim to exactly replicate the design on there.

Complexity/clutter: lots of fortune telling apps are filled with tons of features that take a lot of time to implement and would distract from the rest of the design. We should focus on a singular main element.

Avoid adding too many features at once to the app. Start off with coding the necessary features then add the other additional features once the necessary features are working properly

Fonts

Look and feel:
Modern?
Classic?
Mystical?
Simple?

Mystical: elegant or calligraphy-style fonts to give ancient feel
Modern/Simple: clean and legible sans-serif fonts.

Modern

Mystical: Great Vibes, Alex Brush, Sacramento, Allura, Dancing Script, Qwigley

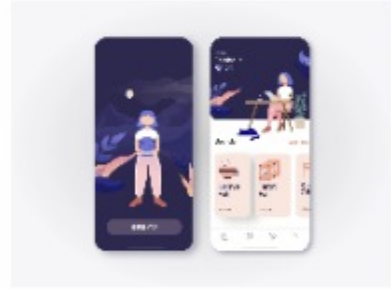*Whereas disregard and contempt for human rights have resulted*

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Modern/Simple: Montserrat, Roboto, Lato, Open Sans, Inter!!!

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Classical
1. Good template if we want to go in the direction of tarot card reading
2.

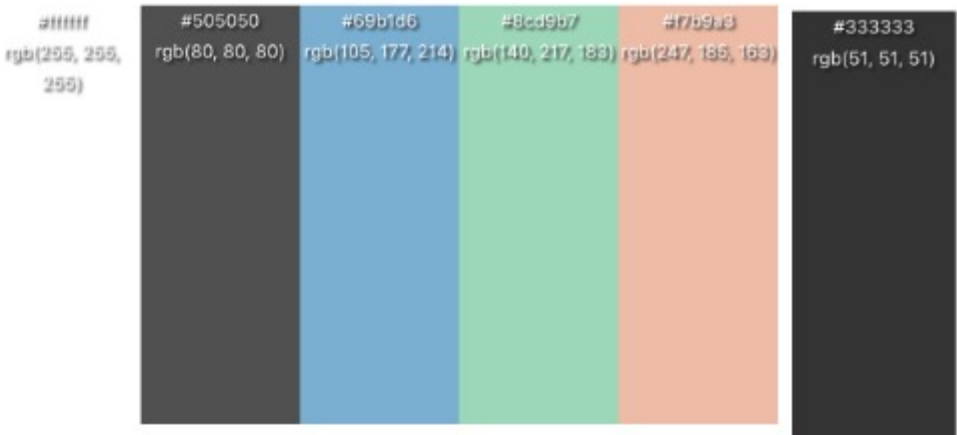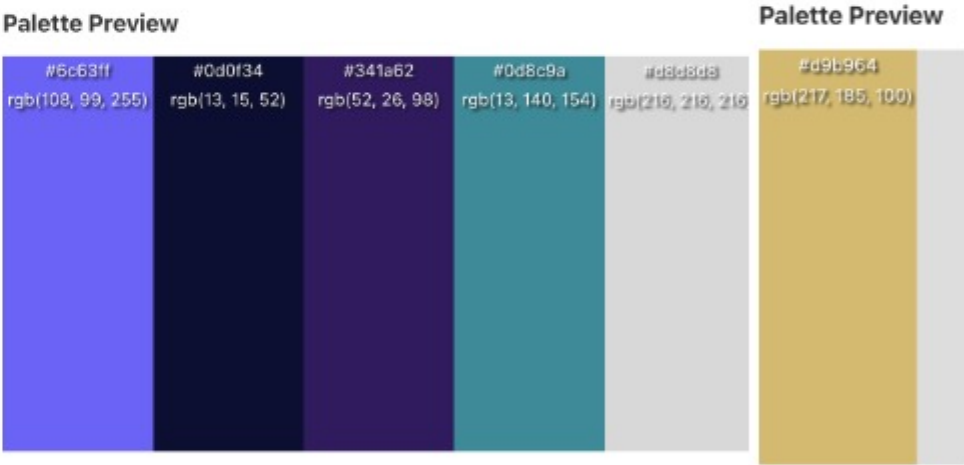Example modern design with color palette

miro

Color Palette:
Use contrasting colors for buttons or call-to-action elements to make them stand out and enhance usability.

Mystical:
Deep Purple: #6C63FF
Midnight Blue: #0D0F34
Cosmic Indigo: #341A62
Mystic Teal: #0D8C9A
Moonlit Silver: #D8D8D8
Enchanted Gold: #D9B964

Modern/Simple:
Clean White: #FFFFFF
Slate Gray: #505050
Sky Blue: #69B1D6
Mint Green: #8CD9B7
Soft Peach: #F7B9A3
Charcoal Black: #333333

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Palette Preview

#6c63ff rgb(108, 99, 255)	#0d0f34 rgb(13, 15, 52)	#341a62 rgb(52, 26, 98)	#0d8c9a rgb(13, 140, 154)	#d8d8d8 rgb(216, 216, 216)

Palette Preview

#d9b964 rgb(217, 185, 100)

#ffffff rgb(255, 255, 255)	#505050 rgb(80, 80, 80)	#69b1d6 rgb(105, 177, 214)	#8cd9b7 rgb(140, 217, 183)	#f7b9a3 rgb(247, 185, 163)	#333333 rgb(51, 51, 51)

Who are the users?

Students

1.Interactions: young people prefer to use fortune telling apps that ask you **questions** (about your recent situations). requires engagement of some sort. sometimes, **even** vocal or image interactions.
2. Unpredictable: The responses are not just yes no or uncertain, they want unique and personalized answers
3. Visually appealing (looking fancy and modern but easy to use)

Old people
1, it is easy to use, straightforward visually
2, Care more about other people(predictions for other, like kids)
3, answers are not necessary bold and adventurous, but reassuring.

General users (adults) that encounter difficulties in life
1, No negative predictions
2, encouragement, guidance, meaning. give them hope.