



## Font

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### Raleway Medium

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890!@#\$\$%^&\*()

### Raleway Light

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890!@#\$\$%^&\*()

## Colors

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#484960



#8d8da7



#d5a9cf



#f2d8e1



#d5ede7



#80cfcd

## Game Play

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Users will first see a simple landing page upon launching the game that contains the logo and a short description of the game. When users click the "Start Game" button, the welcome message will fade from view with the logo resizing, and the paper fortune teller will fade onto screen.

Users will interact with the game by clicking on a section of the paper fortune teller that contains either a number or color. This will trigger an flipping animation on the paper fortune teller, where opposing pieces of the current layer will flip up and then back down the number of times indicated by the choice the user made. The counter number will be equal to the number chosen or, if a color is chosen, the number of letters that is in the color name.

Once the animation has occurred the specified number of times, the current layer will fade from view to reveal the next layer. There will be three layers total before the fortune is reveal. The animation effect will only occur on the first two layers. On the third layer when users make their choice, the fortune will be revealed.

For the fortune reveal, the chosen section will exhibit the flip animation once before the paper fortune teller fades from view. The user's fortune will then fade into view.

## JavaScript Functionality

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To transition from the landing page to the paper fortune teller page, a click event listener attached to the "Start Game" button will be used to trigger the animation after a set amount of time. A new class will be applied to the logo, changing its size and position. Similarly, a hide class will be applied to the welcome message and removed from the paper fortune teller.

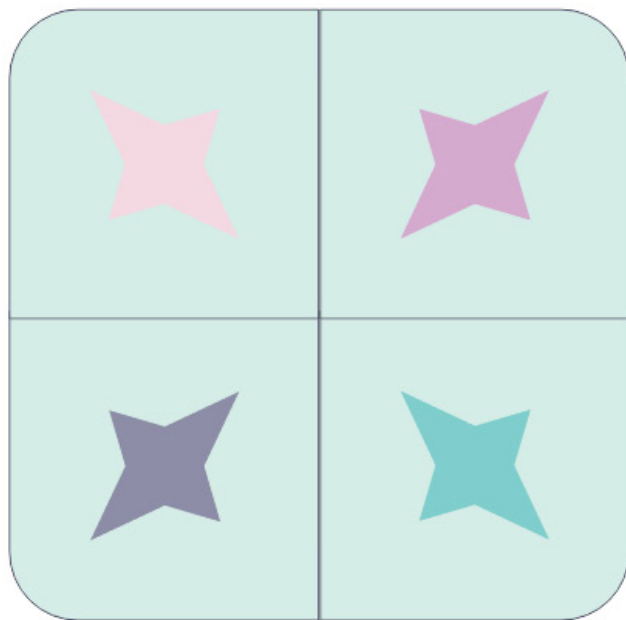
Click event listeners will be used to see when users click on a specific section of the fortune teller. With each click, the animation counter will be set based on the section chosen, and the animation effect will be triggered. Following the completion of the animation, a hide class will be applied to the current layer to reveal the next layer.

After the final layer section has been selected, a hide class will be applied to the fortune teller and removed from the fortune message, which will be set based on the user's choice.



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START GAME





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# Mobile Mockups

