The Harry Potter Fortune Telling Experience

Created By: the132Debuggers

Statement of Purpose

- *Problem*
  - Since there are many fortune-telling applications, how can we create one that is fun, interactive, and exciting?
- *Goal*
  - Create a Fortune Telling Application centered on a Harry Potter Theme
    - Four Houses (Gryffindor, Slytherin, Ravenclaw, Hufflepuff)
- *Reason*
  - Often people use fortune telling applications to find fun, adventure, and answers
  - Harry Potter has a very large fan-base that would appreciate a product that makes them more immersed in the wizarding world
  - A Harry Potter fortune-telling application can provide a user that exact experience whether they are a fan or seek answers to yes/no questions that align with their personality

Features Overview

***Priority*:**

- 4-Houses Selection
    - User Specified
    - Assigned Randomly
- Synthesized voice
    - On user input, the the app can output lines with the specific pitch according to the house selected/assigned that tell the fortune of the user
- A guided user settings to be able to select application features
    - Language:
        - English only sound effect
        - Volume background music
- Magical effects after the user enters a question via textbox

Non-Priority:

- Application remembers past-users
    - House user specified to be will be saved with their account
- Dubbed Sound Effect For Language Specified By User
- Users will receive consistent result if they have same input
- Application background associated with house selection
- Integrate API

Rabbit Holes and Risks

Rabbit Holes:

We have a lot of features

- We have sectioned the features based on priorities of “Priority” and “Non-Priority”
  - **Priority:** Key features that provide structure and functionality
  - **Non-Priority:** features that further enhance the user experience

Predicted Difficulties:

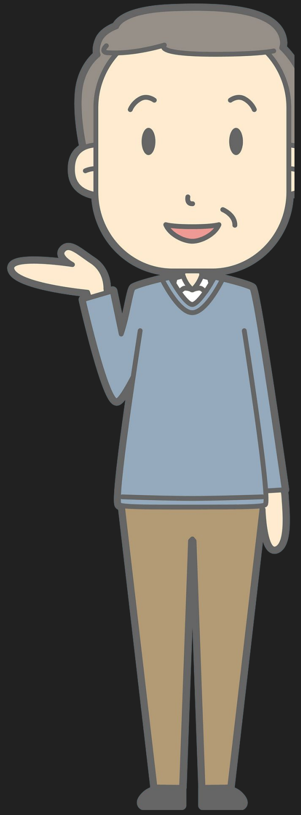
- Character voice synthesizer that will read the output
  - Voice will be of the character in different languages
- Method of outputting consistent results depending on previous inputs and outputs

Risks:

- Using Harry Potter materials may lead to copyright infringements

User Persona 1: Harold James

Harold is an individual who loves to use fortune-telling apps. He has used over twenty different applications, because he loves the interactive nature of fortune-telling. Additionally, he seeks adventure and fun, but has noticed a lot of fortune telling applications have the same themes. He has started to get bored, and is looking for something new and exciting. The Harry Potter Fortune Telling application appears in his app store home screen, and he is intrigued because there isn’t any app like that out there, and he is curious what fortunes he will be given based on characteristics and personalities. Therefore, he uses the app, and finds it exciting!



User Persona 2: Samantha Smith

Samantha spends a considerable amount of her time immersing herself in the Harry Potter universe. She is an avid collector of Harry Potter memorabilia, proudly displaying her extensive collection of books, movie merchandise, and magical artifacts. Samantha is an active member of online Harry Potter fan forums, where she engages in discussions, theories, and fanfiction. She enjoys connecting with fellow fans, sharing her love for the series, and exchanging ideas. Samantha dreams of being a wizard in the world of Harry Potter, and pictures herself as a student in Hufflepuff, when discovered the Harry Potter fortune app, she was obsessed with this amazing website!

Overall Targeted Audience

- Harry Potter Fans — interested in everything that likes
- Individuals that like fortune telling

CICD Pipeline

1. ***Code Repository***

   Create a Github repository and store all code on it.

2. ***Continuous Integration***

   When someone changes the code (updating, revising, etc.), it triggers a pull request. After another member reviewing and approving the request, the changes will be merged.

3. ***Automated Testing***

   Build automated tests to see if there are any bugs in the code.

CICD Pipeline

4. ***Artifact Repository***

   The tested and validated artifacts are stored in an artifact repository.

5. ***Continuous Deployment***

   Once the application has passed all tests, it is ready to be deployed to the desired environment.

6. ***Monitoring and Feedback***

   After the application is deployed, monitoring tools can be used to collect metrics and track its performance in the production environment. Any issues or feedback can be reported.

Spring Quarter Timeline

- ***Week 5***
  - Complete Pitch and basic planning items
- ***Week 6***
  - Receive approval from TA
    - Apply feedback and solidify goals
  - Create sketches for frontend designs
- ***Week 7***
  - Begin Implementation
  - Ask TA for recommendations and other thoughts
- ***Week 8***
  - Code, test, ask TA for review
- ***Week 9***
  - Code, test, ask TA for review
- ***Week 10***
  - Code, test, ask TA for review
  - Finalize application
  - Create presentation
- ***Finals Week***
  - Present + Final Interviews

Application RoadMap

1. **The app should first has the “backend”:**
   - It can take any input and generate a stable randomized output
     - Stable: on the same input, the output should be the same (e.g. a hash function)
     - Randomized: on different input, it is good to have the output different, but not necessarily
   - It can assign a house to a username stably randomly
   - It should have collections of pre-defined sentences that tell the fortune of user in vague languages
   - It has the ability to synthesize (Text-to-Speech) the output text
2. **The app should have functional “frontend”**
   - It can read the input on the page and pass it to “backend” for random sentence generation
   - It can display the returned output from the “backend”
   - It can play the synthesized voice reading the generated text
3. **The app can be configurable**
   - For different house, the voice of the “principal” to that house will be synthesized
   - The “frontend” can have the ability to store the user’s house preference for reuse
4. **The app should be tested**
   - Test codes during the coding process
   - When the app is finished, ask random people to try and give feedbacks