

ORIGAMI FORTUNE TELLER

TEAM JONHHNY 1

Problem and Solution

01	Uncertainty regarding a decision	<ul style="list-style-type: none">• Our app can give suggestions to the user when making decision and therefore gives them clarity and insight on something they are hesitant about.
02	People are seeking comfort/reassurance	<ul style="list-style-type: none">• Our app will output fortunes that will help people guide or reflect among themselves
03	Entertainment	<ul style="list-style-type: none">• Our app will be “gamified” to provide entertainment/amusement to our viewers• Users can also add their own fortunes into the origami fortune teller
04	Nostalgia	<ul style="list-style-type: none">• Our paper origami app is a common children’s toy, and may bring back memories for adults and late teens

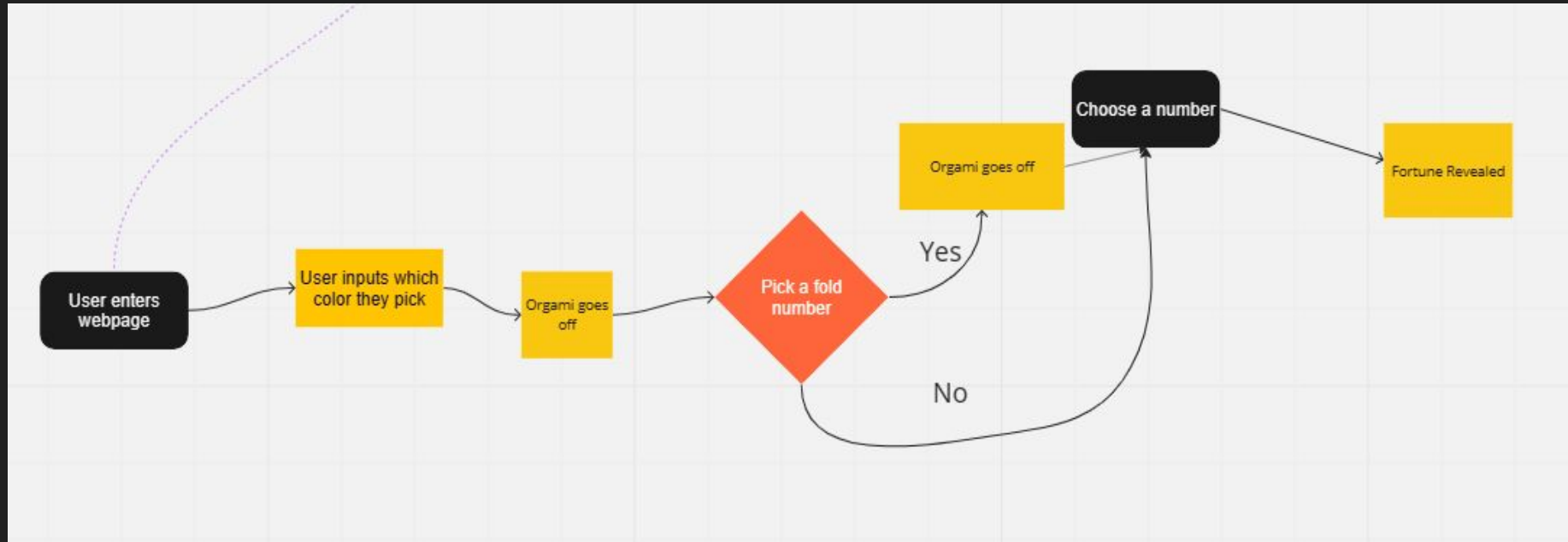
Statement of Purpose

- Digitize a fun childhood game, give older users a nostalgic feel
- Entertain users by allowing them to customize their own fortunes
- Empower people to shape their own destiny with a nudge in the right direction
- Aid people in feeling secure in their decisions and about their future

Potential Risks & Rabbit holes

- Ethical risk of misguiding users to a false sense of certainty.
- Need to balance user experience of different types of users (kids vs adults)
- Getting too abstract with the stop motion animation. E.g. How many frames?

Basic Nav Diagram



No Go's

- Handle arbitrary input and using generative AI to create outcomes for our fortune teller. (Live AI API)
- 3D origami object.
- Multiple kinds of fortune tellers.

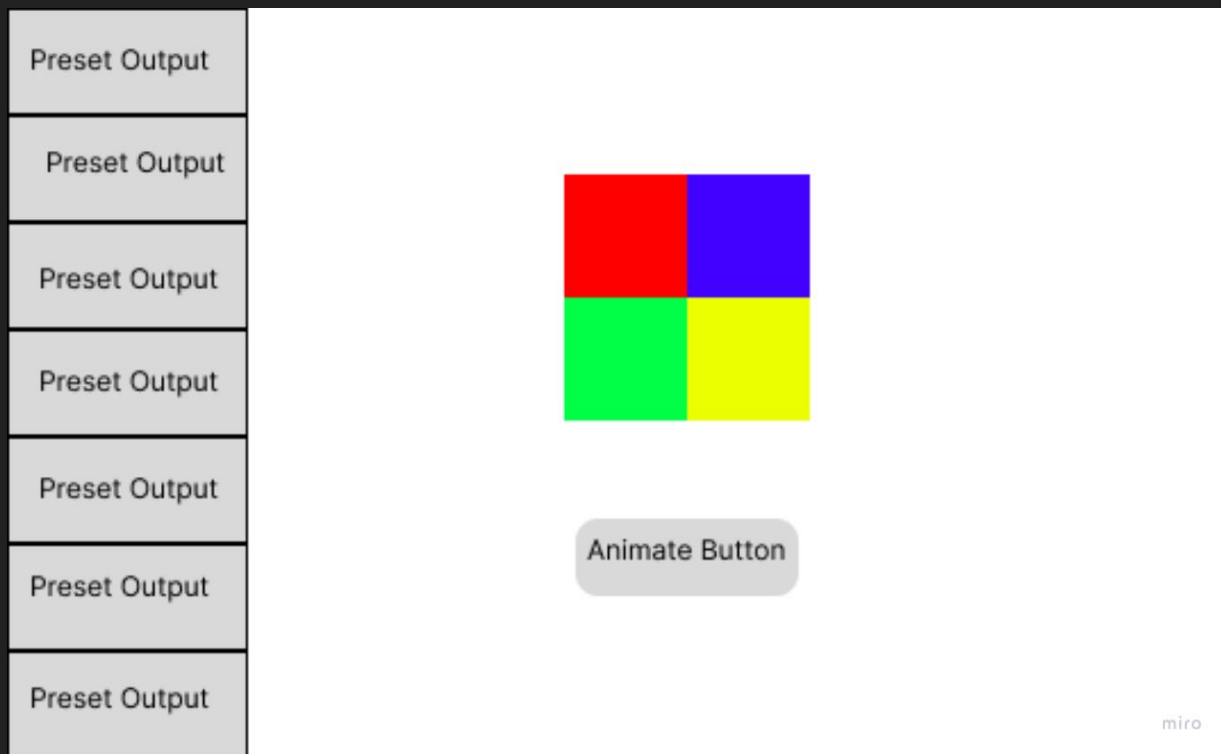
User Personas

- Name: Adarsh Patel
- Age: 20
- Gender: Male
- Goals: To use a fun fortune telling app telling to use with his friends.
- Testimonial: “The app had a unique take on fortune telling with this origami method. The graphic of the origami was very interactive and me and my friends had a blast with it. It was also really convenient for my fortunes to be able to be saved into a preset!”

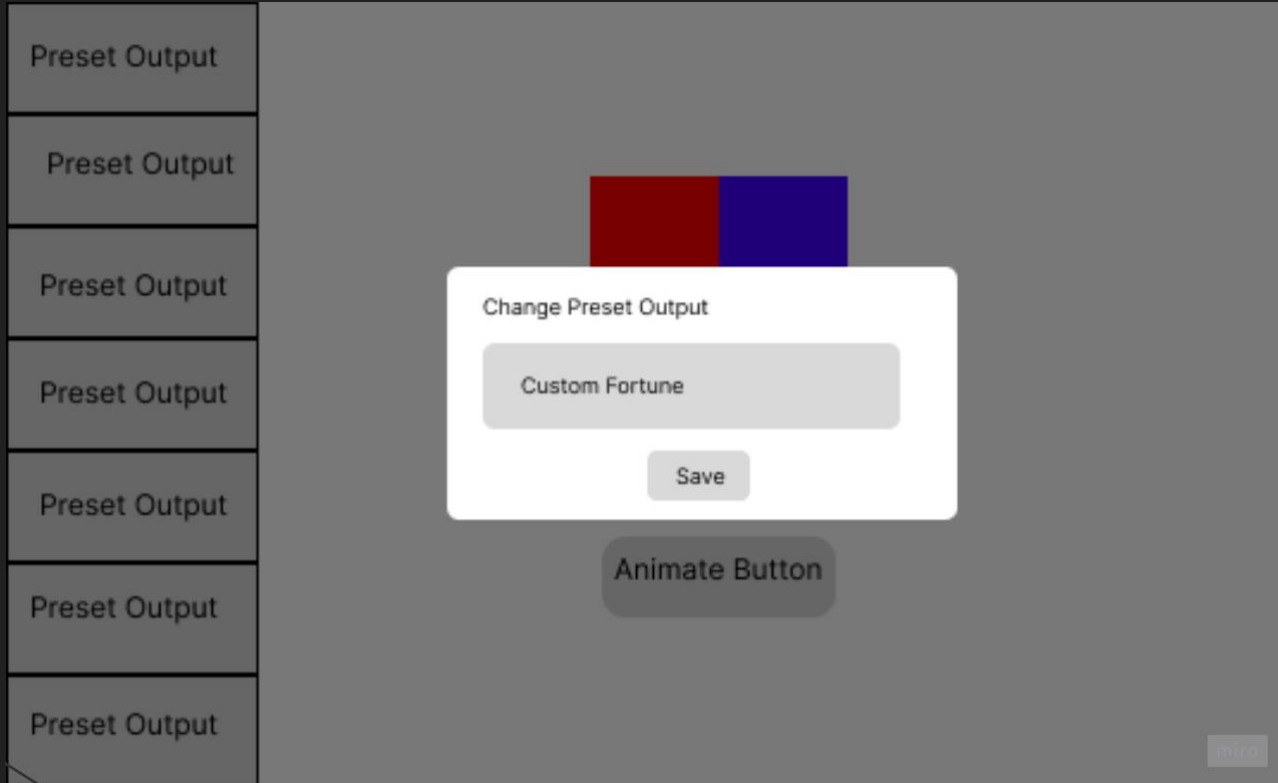
User Experience

- The user starts off with a catching homepage that gives the overview of what the user will be doing. In that home page there will be a play button that allows the user to start the fortune teller.
- There will be 8 preset outcomes and the user can edit any of the 8 outcomes to whatever they want.
- There will be 4 large colored squares that the user will be able to click in order to start the origami fortune teller. Causing a shuffling animation.
- Then, the user will be presented with four numbers on the fortune teller that they can also click. An animation will start
- Now the user will have 8 different outcomes that are hidden and they can click on a number and the one they click will be revealed.
- At the end of the game there will be a play again button restarting the game.

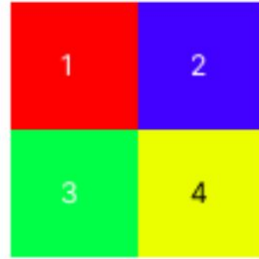
Wireframes - Landing Page



Wireframes - Editing Preset Outcomes Page

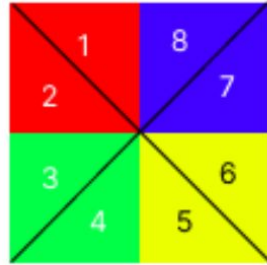


Wireframes - Number Page



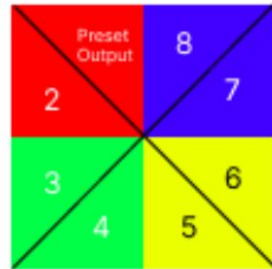
Animate Button

Wireframes - Choose Outcome Page



Animate Button

Wireframes - Fortune and Reset Page



Animate Button