



Jelly Bean Fortune Teller: Project Starting Pitch

Group 10 — Jelly Beans



Statement of Purpose

Our project is designed to be a “Jelly Bean” themed fortune-telling device focused on entertainment. Using modern technologies like ChatGPT and GitHub Co-Pilot, we will design a themed web application that uses AI-powered generative user responses and HTML, CSS, and Javascript to create a cohesive user experience with a unique, child-friendly design.



Goals

Over a series of weeks, we will use Agile development methods to collaborate, brainstorm, design, build, and test our project. We currently have a roadmap built using the Miro collaboration platform.





Current Plans

The app will be entirely Jelly Bean themed, inspired by Candyland/Purple Place

After entering, the user will be presented with a choice of whether to pick a bean

The bean colors will represent moods, with possible combinations of colors planned

There will be JS animations to suggest picking a bean out of a candy jar, some unique

There will be usage of the ChatGPT API to provide automated responses if connected, canned responses otherwise.

Social media sharing buttons, limit usage per day (Wordle influence)

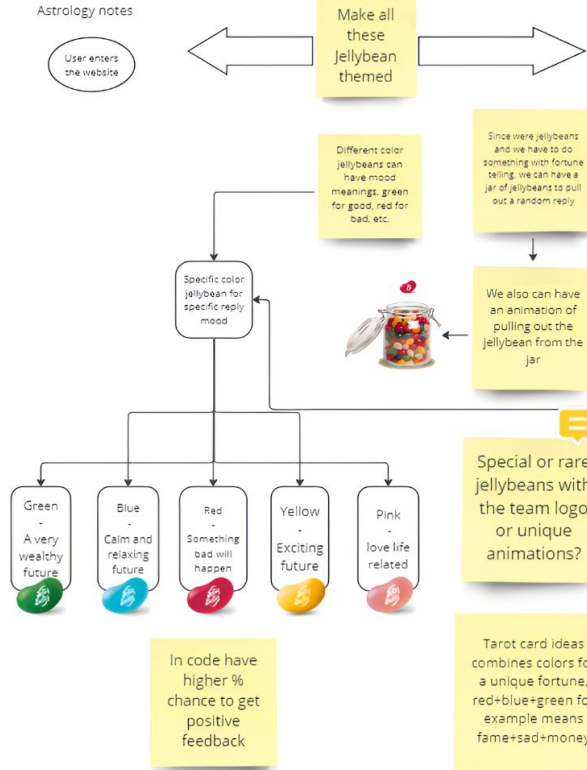


Working Timeline

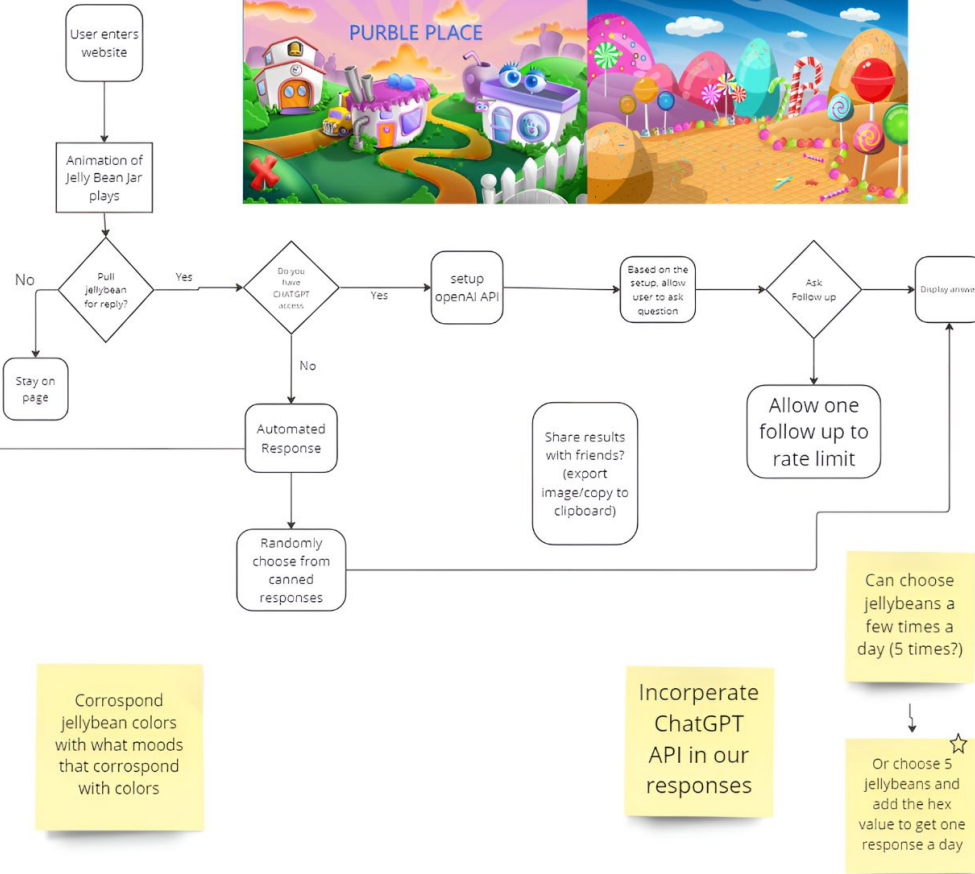
- Brainstorming
- Meeting
- Prototype
- Collaborate
- Testing
- Finishing up



Prototype



Starter website diagram



Color Scheme and Theme should be akin to something like Candyland or Purple Place



Constraints

- The Jellybean Fortune Teller should be almost purely entertainment-focused and focus on promoting/extending interaction
 - Due to our theming being similar to the board game Candyland, our fortune teller will not have the same legitimacy as other fortune tellers like astrology readings or tarot readings
 - Rather than framing our Jellybean fortune as a legitimate fortune reading, we plan to focus on the reading being entertaining to match its theming and allow users to have a greater impact on the outcome of their fortune



Constraints

- Our target audience is aimed toward young people
 - Children in the age group of 7-12 years old
- Fortune teller reponses do not need to be very serious
 - To hook are target audience to continuously using the application
 - The fortune telling from the app should offer a fun experience towards the target audience.
- App functions should not be too very complex
 - Children will get confused and not want to use the application after trying it



Risks



- Too Probabilistic
 - Because ChatGPT is non-deterministic, our features may not work properly with the API
 - Using the ChatGPT API can create unintended responses (User can input a message knowing that our website is utilizing ChatGPT API to get an unintended message)



Risks



- User Experience
 - Failing to achieve a good user experience may lead to negative user feedback and bad adoption of the application
 - If the design of our website is not appealing to the intended audience, our purpose of entertaining the user will fail as bad design will deter interaction with the website



Rabbit Holes

- Making animations look extraordinary
 - Don't want to spend too much time on something that doesn't directly impact the functionality of the app
- Straying from key features
 - Don't want to end up implementing a million different features without completing the main fortune telling aspect



User Personas

Name: Sophie

Age: 10

Occupation: Student

Background: Sophie is a cheerful and imaginative 10-year-old girl who loves playing games and spending time online. She is curious and open-minded, always looking for new and exciting experiences to try out. She has a creative streak and enjoys drawing, painting, and making crafts. Sophie's parents are supportive and involved in her life, but she also spends a lot of time on her own exploring her interests.

Goals: Sophie is looking for a fun and engaging web app that will provide her with a personalized fortune telling experience. She wants to be able to choose a bean that corresponds to her mood and receive a message that is tailored to her. She is also interested in the design and visual appeal of the app, and wants to share her experience with her friends on social media.

Challenges: Sophie may find it difficult to navigate the app if it is too complex or confusing. She may also lose interest if the animations and graphics are not engaging or if the responses are repetitive or generic.

Motivations: Sophie is motivated by the prospect of discovering something new about herself and her future. She enjoys the sense of mystery and wonder that comes with fortune telling and is excited to try out the Candy Land themed app.

Personality traits: Curious, imaginative, creative, adventurous, social, open-minded.

