Group Name: Canary

Product Name: MapMyFuture

Overview:

MapMyFuture is an interactive website that allows users to explore global locations and learn about their mysticism, fortune-telling, history, and culture.The target audience includes superstitious individuals, history and anthropology majors, and individuals interested in fortune-telling history. Key features include customized fortunes, location selection, a mini-fortune telling app for each location, and ChatGPT-based location summaries. The site will offer a modern, responsive design, interactive visuals, and generated images to engage users. MapMyFuture aims to foster cross-cultural understanding and appreciation through unique fortune-telling experiences and cultural insights.

Target Users:

The user group for this project encompasses a diverse range of individuals who are interested in mysticism, fortune-telling, geography, history, and culture. This includes people who are curious about mystical practices and want to learn more, as well as those who believe in fortune-telling and seek a casual, fun experience. The user group also comprises individuals interested in learning about locations around them, particularly those with a focus on geography or locations with mythical and historical significance. Additionally, users may be intrigued by the cultural, geographical, and historical aspects of the locations included in the project, making it appealing to those who live near or are familiar with these sites. The target audience extends to include history and anthropology majors, as well as superstitious individuals who may find value in understanding the mystical dimensions of these locations.

Key Features:
1. Essential Features:
    a. An overview of different fortune-telling methods from around the world - each location has its mini-app for its mode of fortune-telling
    b. Selects location via pins on a map: Each location has its own fortune-telling mode (e.g. palm-reading, tea-leaves, cartomancy, etc.) which gives fortune results in a different way based on the mode (e.g., eight ball gives you "very likely" whereas palm-reading might say "I see in the palm of your hand…", etc.)
    c. Clicking on a pin / location opens up a mini-fortune telling app: offering detailed insights and predictions.

      d. Give a summary of fortune-telling at each location and of the fortune telling mode that originated there

2. Like-to-have Features:
    a. Spinning globe that can be rotated using the arrow keys
    b. (Presentation) Sound effects for moving around the map, zooming in and out, and clicking on pins (improve presentation)
    c. (Presentation) Mystical background music
    d. Generate an image related to the location along with the "fortune which the user can download
    e. Selects location via drop-down: conveniently choose a location from a dropdown menu to receive fortunes specific to that area.

Visual Ideas:

When visiting our website, the user will be prompted with a world map similar to the one to the left. Select cities/regions of the world will allow user interaction to open a new view of that specific location, which will allow you to receive a fortune unique to that area. For example, if the user clicks on Beijing, the fortune telling mechanism will be related to Chinese fortune telling.

We are currently still discussing how we would like to select locations for our map (i.e. by continent, country, cities, etc.). We would ideally like to select at least 5-6 unique locations, each with a separate page and theme to its fortune telling. The visuals for each fortune telling mechanism would also be simple, such as flipping tarot cards or inputting dates/times for a horoscope reading.
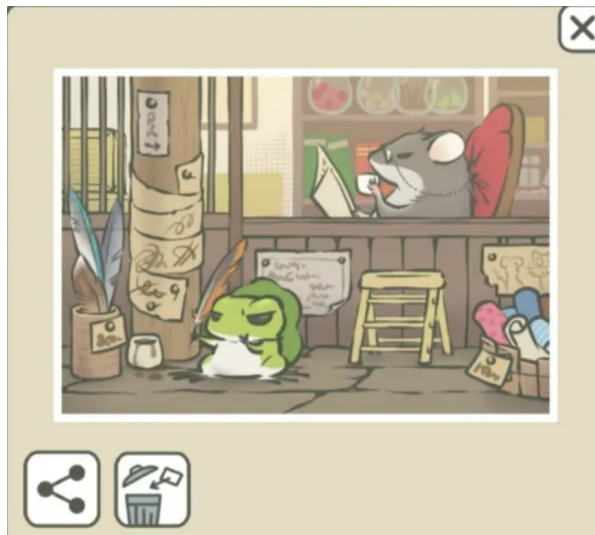
Each location will have a generated image (could be in the form of a postcard to match the theme of traveling) like this one, which users can share/interact with. The image could also include the result from the fortune telling site.

We can also include animation for each location so there is interaction for when the users hover above the location (e.g. growing/shrinking towers).

When users move their mouse cursor over a specific region on a global map, the website will generate information about the cultural practices, fortune tellers, and beliefs native to that area. Consider the benefits, challenges, and ethical considerations of creating such a platform, as well as the ways it could foster cross-cultural understanding and appreciation. They can list out the brief history of that fortune teller and then ask the user if they would like to do so.

Low Fidelity Design

We used the website wireframe.cc to create low fidelity designs of our user interface. We do not have much experience with design, but still tried our best to create simple layouts that match our vision for the interface.

MapMyFuture

(5/7/2023)

(image of world map with clickable locations)

You have received 3 postcards today.
Continue exploring more locations!

Location 1

(some information about location 1's history and culture of fortune telling) Lorem ipsum dolor sit amet et delectus accommodare his consul copiosae legendos at vix ad putent delectus delicata usu. Vidit dissentiet eos cu eum an brute copiosae hendrerit. Eos erant dolorum an. Per facer affert ut. Mei iisque mentitum moderatius cu. Sit munere

Tarot Card

Tarot Card

Tarot Card

Flip the tarot cards to receive your fortune!

Location 2

(some information about location 2's history and culture of fortune telling) Lorem ipsum dolor sit amet et delectus accommodare his consul copiosae legendos at vix ad putent delectus delicata usu. Vidit dissentiet eos cu eum an brute copiosae hendrerit. Eos erant dolorum an. Per facer affert ut. Mei iisque mentitum moderatius cu. Sit munere
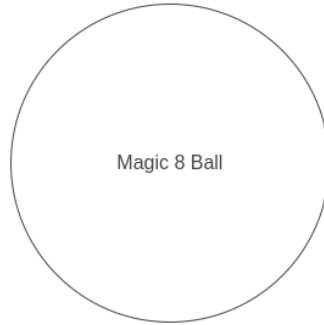
Magic 8 Ball

Postcard Received!

(5/7/2023)

(postcard with image relating to location received from)

(fortune received)

| Download Image | Return to Map |

Risks and Rabbit-holes

Given the few weeks we have to work on the project, and the many features we *could* add to it, we will constrain ourselves to implement abridged versions of the more complex forms of fortune-telling (e.g., abridged implementation of cartomancy or Tarot, as those can be entire projects by themselves). By abridged, we mean that the presentation of the mode of fortune-telling is kept, but a lot of its complexity is removed (see the "Location 1" wireframe that shows abridged Tarot fortune-telling).

We can also spend a lot of time on this project focusing on the presentation elements (for instance, a 3D representation of the world, rotating globe, etc.). Due to the appetite of this project, we will reduce the risk involved in adding something like this (since it may take a lot of time both to learn and to implement, use libraries, etc. with a small presentation gain) by *not* using any 3D elements and instead using a background image for the world map over which we will overlay the rest of the UI.

There are many forms of fortune-telling in the world, and ideally, an app such as this one would have fully-formed implementations for many of them. However, due to the appetite, we will restrict ourselves to at most 5-6 locations, both so that we can get all of them done before the time limit, and so that we can focus on making them as good as possible with the time we have to work on them.

Sharing the postcard to social media will be restricted to an image download - implementing a direct share to social media would likely require working with social media APIs, possibly also requiring the user to log in to the social media site, etc. so to avoid this complexity we'll just let the user download the image which they can then share to social media on their own time.

User Personas

Name: Steven

Age: 19

Steven is really interested in fortune telling but does not have any fun resources to learn. He tried using wikipedia, but the dense information quickly bored Steven and deterred him from learning more. Our app aims to help users like Steven by providing a fun, gamified, learning experience about fortune telling by demonstrating fortune telling techniques from all around the world.

Name: Laura

Age: 12

Laura is a young, optimistic, wide-eyed tween who wants to use the silly app to make decisions for trivial problems she has in her life. The multitude of fortune telling mediums keeps her engaged with the app and allows her to try a new way of problem solving for any issue that may arise while also learning about the cultures that invented these. For example, one day Laura wakes up and cannot decide whether or not she wants cereal or a bagel for breakfast. She turns to our app and clicks on Cincinnati, Ohio which brings up the magic 8-ball and provides her a yes or no answer for her decision