Name	Mini-App Idea	Description	Pros	Cons
Matth ew Gross	Fortune Quiz	Inspired from the PMD series, the user is given a quiz meant to assign them a colored aura (or some other property). This property is then used to give the user their fortune, unlike the inspiration. (inspired from https://thousandroads.net/misc/pmdquiz/ for example)	Not very hard to implement the basic front-end, since it would just be the user selecting multiple choice questions Could develop more aesthetic design choices down the line since the idea is very simple. Focused due to a lack of various features, meaning that it is hard for the user to get confused Can be used by pretty much anyone	Backend might be difficult to develop since the user would need to receive something based on their responses, so their responses would have to be weighted in some way to achieve this effect. Would essentially require good, aesthetically pleasing design since the app would be so basic in the front-end.
Justin Chian g	Chinese Fortune Sticks	Traditional Chinese fortune telling. Ask a question, and shake the cylinder for the first numbered stick to fall out. The numbers on the sticks match to a fortune in response to your question. Return the fortune of the stick that fell out. https://en.wikipedia.org/	Not hard to implement, similar to 8-ball Has cultural/geogra phic aspect, can be used for map idea Can likely reuse backend engine for	Frontend design of UI may be tricky to show intricate design on sticks, and animation of stick falling out

		wiki/Kau_chim	8-ball, maybe just with a different set of fortunes	
Miche Ile Chen	Kledon	A popular divination method from Ancient Greece, also a way to honor the gods. This method is associated with Hermes, a person who is seeking an answer would cover their ears, walk into a busy market place and the first words they heard that are relevant or after they uncover their ears would be their answers.	I don't think there is much to implement, we can randomly select audios from youtube walking on the street vlog with random time frames played.	May be difficult to manage, I'm not too sure about this. Open to discussion.