

### What makes a bad fortune teller:

- Randomness
- Off topic
- Unresponsive
- Too vague
- Extreme responses, Hyperbolic (too positive / too negative)
- Unintuitive (ie astrology readings with too much jargon)

### What makes a good fortune teller:

- Vague enough to increase chances of applying to the person asking/ accurate
- Responsive
- Personalized
- Personable (as little like a robot as possible)
- Customizable
- Convincing
- Assurance/Security
- Smart
- Can adapt to the prompt

### Types of fortune telling

- Crystal ball
- Tarot cards
- Astrology
- Palm reading
- Psychic
- Ouija Board
- Cootie Catcher
- Reading Tea Leaves
- Genie in a Bottle
- Aeromancy (weather)

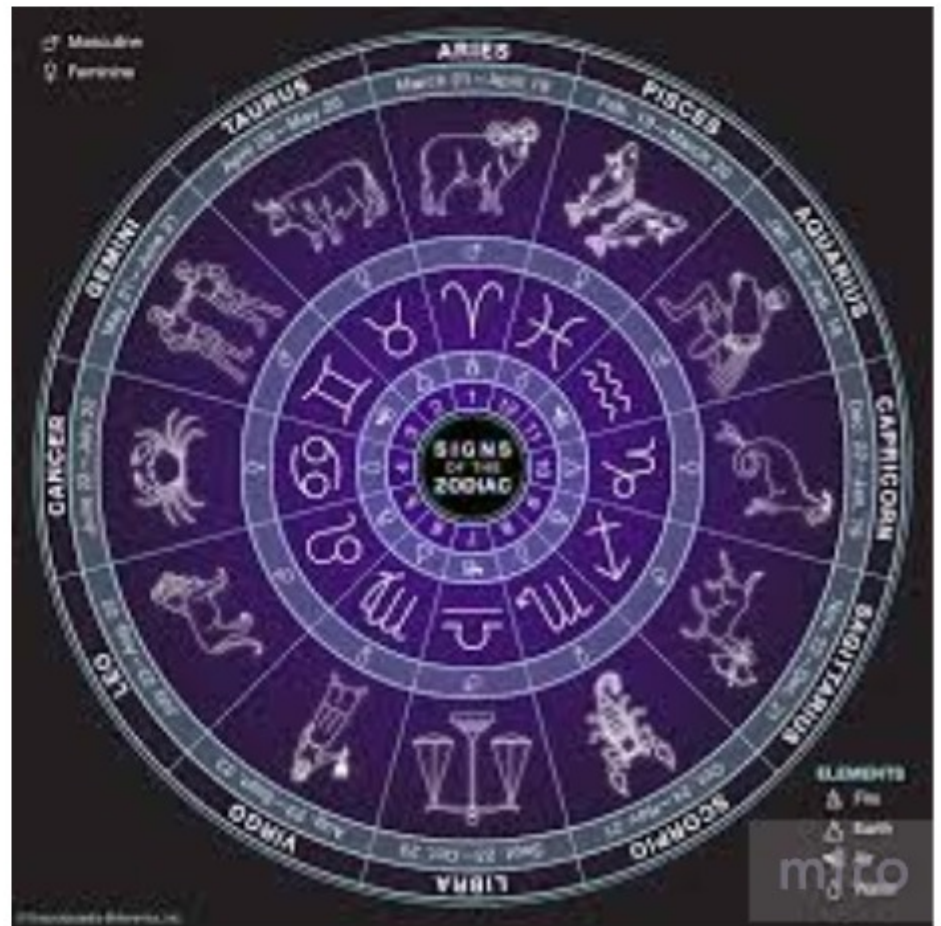
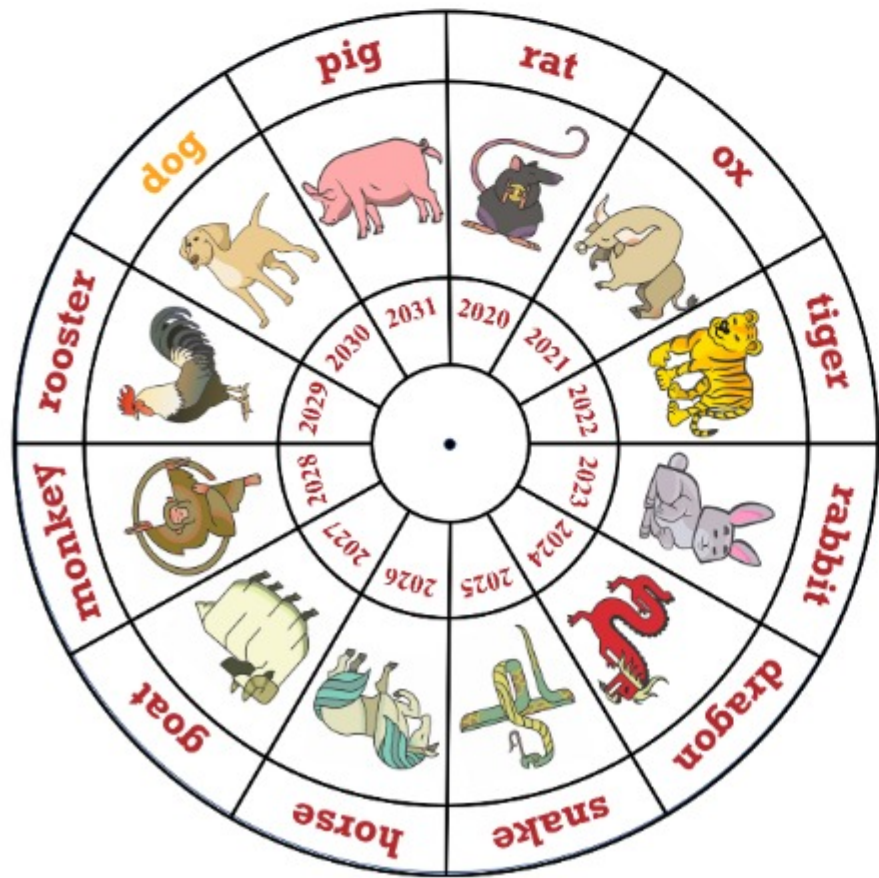
## THEMES

- Zultar ??
- ifunny phases
  - ^ prob not
  - ifunny ifunny bad
- meme fortune teller?
- Funny AI voices to read out responses

## POSSIBLE MOODS

- Funny/Entertainment
- Lighthearted
- Ominous
- Stereotypical
- Self Aware
- Mystical







- Customizable ( ie choice of different themes
- More interaction (like the spongebob team)
- AI voice ( random people like Obama or Drake )
- Smart ( ie remembers user questions and settings)
- Reason users' questions if there is a typo



I want something to make me laugh!

I want to be able to make (difficult) decisions

I need a second opinion before a life changing decision

I want to know if i will pass my test!

I want to know what will happen in my future

I want something to kill my time

I want it to be accurate

I have no friends and need someone to talk to

I can't make up my mind and need someone to tell me an answer

I want it to be reliable

I want it to be intuitive to use

I want it to be reassuring

# Sample user 1:



Freddy McLovin

Age: 23 (looks old for his age)

Occupation: Baby soap consultant

Hobbies:

- sitting on park benches
- collecting post stamps
- Helping our the elderly

Goals in life:

- Get rich quick
- Become more decisive
- Create a safe environment for babies to bathe in

# Sample user 2:



Timothy Power

Age: 55

Occupation: Accountant

Hobbies:

- Poker
- Collecting hot-wheels
- 1000 push-ups, sit-ups, and 10km everyday.



# General Goals

- Follow all "what makes a good fortune teller" rules.
- Create a product that users want to come back to.
- Create a lighthearted application that is fun !
- Work that aligns with group values

## Generative AI

- Voices
- Images
- Text fortunes

## Web GL

- 3D models (easier using three.js, but possible using vanilla JS)

# Problems to solve ... ?

- Fortune Tellers could be too expensive.
- Users need trusted, anonymous source of guidance (similar to therapist.)
- Generally, it is hard to make a decision and it helps to have another source to pitch in.



# How our application will solve these problems

- Free Fortune Teller
- Fortune teller memory ( possibly implementing with positive or negative bias / sentiment checker )
- All user information is secure
- Will give user "right" answer through vagueness...

# Psychic

- Implement a psychic fortune teller person that gives "accurate answers"
- Create a comforting presence that will make users feel secure and listened to
- Leaving exact theme open ended
- Leaning to Zoltar Theme



3D ZULTAR model used with open AI API  
for sentiment analysis and make  
super duper smart ZULTAR god mode  
\*\* ASK TA 5.1.23 MEETING

