

Fortune Telling- Starting Pitch

110 Wanton Wontons

Statement of Purpose

We would like to provide various ways or vague fortune telling through tarot card reading, egg white reading, and bone tossing. The choice of project topics was intended to diversify the mood we could cover to possibly appeal to a larger audience.

Tarot card reading can be an interesting and engaging process for users seeking fortune-telling. The app is meant to provide an easy and streamlined way of engaging with the cards, as well as take away the required manual reading and learning curve of the interpretation of the cards through a combination of pre-generated texts and presentation.

Egg white reading, or [oomancy](#), is a reading based on how the egg white cooks. This is meant to provide a more fun take on fortune telling with a less serious theme. Again the goal is to provide a streamlined and pre interpreted way of oomancy without having the user study how it exactly works.

Bone tossing is again a vague fortune telling method, and is meant as a less involved and quicker option for those seeking to find their fortune. The idea is to provide an interesting look into how simple reading of random events can perhaps be insightful.

Goals/Features

Tarot cards:

- Create a website that presents 3 tarot cards to the user that relate to the past present and future
- Give the user pre-generated responses that depend on the 3 randomly selected cards, but at the same time allow the user to interpret the responses on their own.
- Different visuals/sound effects for different cards
- Animations for the card shuffling, drawing, and laying out of cards
- Sound effects for drawing cards, ambiance for tarot environment.

Oomancy:

- Be able to crack an egg
- See egg white go from transparent and uncooked to slowly opaque over time with appropriate sound effects
 - The randomization could be achieved through use of perlin noise or some other algorithm. Need further research into possible interesting methods in achieving different patterns
- Have some sort of interpretation or ritual regarding the process, maybe make it a small minigame

Bone tossing

- Press button or hold and shake the container then release to toss the bones onto the screen
- The resulting directions are then treated as 2d vectors that, when added, result in some position on a 2d map on which we can label the quadrants with different fortune tellings.

Topics of Risks and Rabbit Holes

- The various visual effects we are interested in implementing poses the risk of being a deep and treacherous rabbit hole that could take many days if not weeks to get right. Because of this fact, we are planning to work on the non-essential features as an extra once the core functionality of the process is complete such as the card selection and interpretation.
- Text generation could additionally be problematic if not thought through. The current idea is to create card combination interpretations using ChatGPT, and storing the responses using a google sheets extension for easy accessibility within the code. The trouble could come depending on how we prompt the AI to generate the needed texts, and how much editing we will have to do around any strange or nonsensical interpretations.
- The usage of too many or too few cards. Currently, we are planning to use around 20 cards, more specifically the 22 Major Arcana cards that have broader interpretations. However, depending on the responses generated and how similar they may be, there might not be a wide variety of responses that leaves a lot to interpret.
- Image generation could also be a problem. While we could make use of generative AI for image asset generation, it is unclear if the quality would be up to par. The images generated by AI are often filled with strange inconsistencies or imagery. When the art is a large part of the presentation and is shown large on the screen, its quality might not be good enough and we might have to resort to finding fitting free images online or creating assets ourselves.

- The number of responses for all possible combinations might result in a text file that is too big for the website to load in a reasonable amount of time. This is a possibility that has to be considered as we implement the responses into the website.
- It might be difficult to implement perlin noise to the egg white design. It is something that some of us do not have any experience with, but there are references that we can use to implement it. Even if we manage to implement the egg's design to be randomly generated, we have to decide how it will choose its responses based on the egg whites.
- For the implementation of the bone tossing, we have to decide how the position of each bone influences what response is chosen. i.e. does one bone being more to the right make the response more likely to be positive.
- We have to decide what kind of responses we want to have for each of the fortune telling as they all have different themes that conflict with each other, more specifically, the egg white fortune reading is more lighthearted while the bone tossing is more grim.
- For the implementation portion, our group will divide into two groups, one focusing on the animation aspect and the other focusing on the response generation and display. Communication within each group, and between both groups will impact the progress and efficiency of the development process. We will maintain constant communication throughout the process through standups and meetings.

Visual Representation

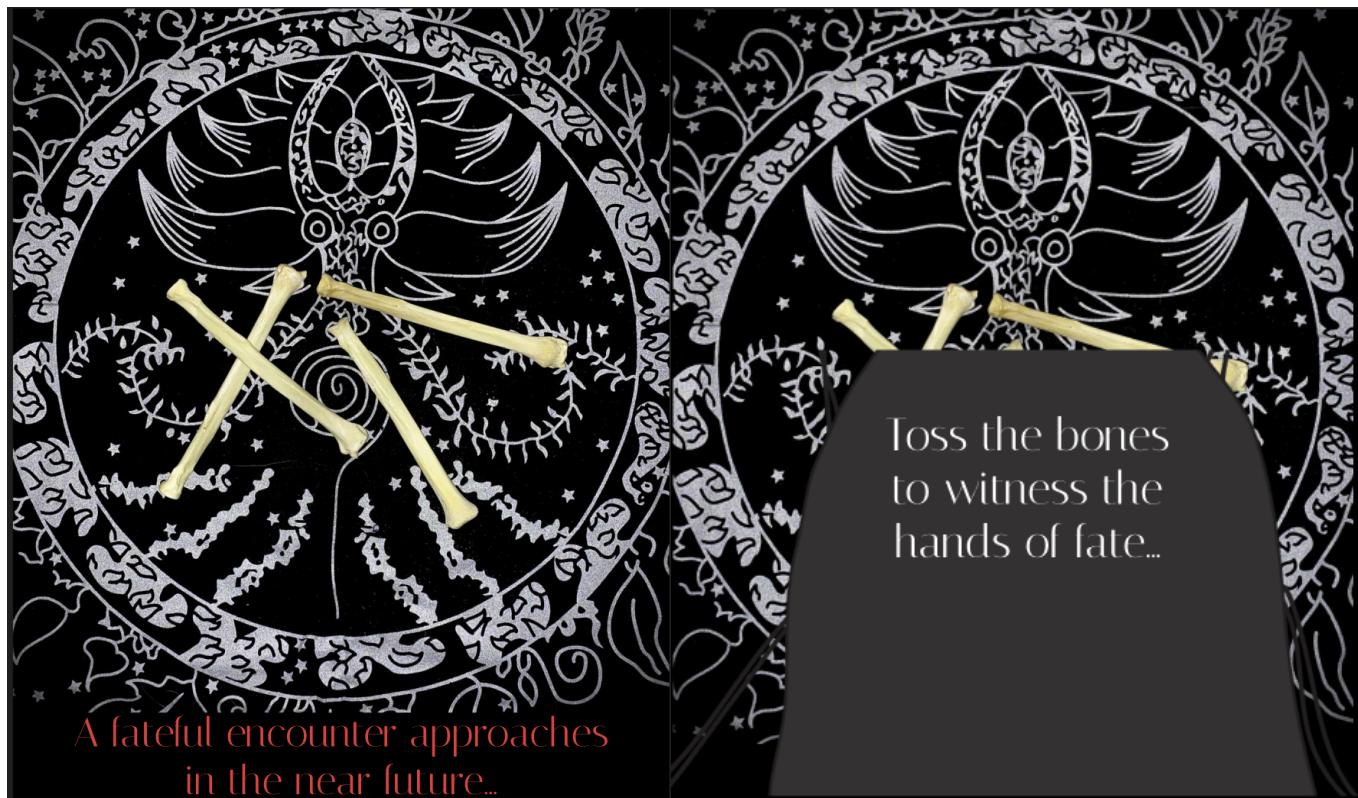
Tarot cards:



Oomancy:



Bone tossing:



System Diagrams / Wireframes

In-progress: Experimenting with C4 diagram

Constraints

- Must be usable even without Internet connection
- Must be completed within 5 weeks
- Must still function normally even with poor network connection or no network connection at all.
- Use only JavaScript, HTML and CSS

User Personas

Name: Rick Smith

Occupation: Undergraduate student at UCSD

Age: 20

Background information: As he completes his third year of college, Rick tries to balance his internship and studies. He wonders whether he should take a break after graduation and before starting to work since he has always wanted to travel. Over the course of his studies, Rick has been able to save up a good amount of money so he could travel without worrying about his finances. His choices are traveling after graduation, and then start working, or immediately start working, and try to get a headstart. He considers both choices as viable, and not negatively impactful to him in the long term. However, he was still unsure of which one was the right choice. Indecisive, Rick decides to leave his fate up to the tarot cards for fun.

Goals:

- Reflect on what choice is the best for him, and see what his future entails through the use of tarot cards.

Needs/Wants from the app:

- Easy to use and functional
- Not have to worry about learning how the fortune telling works
- Wants a some prediction of what his future will look like
- Wants it to be a fun experience
- Simplistic in design but still have a “mystical” ambiance

Name: Janice Trout

Occupation: Accountant for a mid-sized company

Age: 26

Background information: In her mid-20s, Janice works a typical 9-5 job. She has a close circle of girlfriends and lives in an apartment. She lives in an area with high rent and is currently single. Living on a single income in her area is very hard, so Janice has been considering different options like moving, going for a new job with higher pay, getting a roommate, etc. She feels stressed constantly due to her monetary situation but finds momentary respite in self-care. She's not a believer in the mystical arts, but her friends have introduced her to tarot cards in passing and she feels that they could at least help push her to make a decision on her situation.

Goals:

- Reflect on her situation using tarot cards in order to (hopefully) reach a decision to improve her lifestyle and overall happiness.

Needs/Wants from the app:

- Easy to use
- Wants to be able to at least understand the different cards and how they work together in the typical past/present/future setup.
- Simplistic but also a smooth user experience.
- Wants the tone of the cards not to be too funny or too serious, but to allow her to gain more insight due to the reflective nature of the cards.
- Wants the cards to be noncommittal so that she doesn't feel pressured into believing that what they're saying is the truth.

Name: Emily Thompson

Occupation: Highschool student

Age: 17

Background:

Emily Thompson is a 16-year-old high school student living in San Diego, California. She excels in her studies and has a strong interest in art, literature, and history. After watching some fantasy movies, Emily became interested in fortune telling. She likes the idea of fortune telling and the many variations, but is not necessarily interested in learning how to perform it. For example, tarot cards' intricate designs and rich symbolism draw her attention, but she considers all the interpretation a lot of work. She would prefer a quick and fun way to read her fortune with minimal effort for whenever she needs something to cheer her up.

Goal:

- To find an app that offers a fun and unique way of fortune telling.
- To use the app whenever she is bored or needs to be cheered up quickly.

Needs/Wants from the app:

- User-friendly Interface: The app should be easy to navigate, with a well-organized layout and intuitive features.
- Provide a cheerful and fun atmosphere when receiving a response.
- Quickly give a fun response.

Name: Karen Johnson

Occupation: Freelance Writer

Age: 45

Background:

Karen Johnson is a 45-year-old freelance writer living in San Francisco, California. She has always been intrigued by the occult and wonders how she can incorporate it into her writing. As she was researching for her next project, she discovered the many ways different cultures perform fortune telling, and how it has influenced their history. She became interested in making fortune telling a core theme for her book, but she wanted to first test it out. Karen is searching for a fortune telling app that can mimic what fortune telling entails to understand how she can implement it.

Goals:

- To find an app that offers variations of fortune telling ranging from fun to grim.
- To learn how fortune telling persists in modern day through fun alternatives.
- To incorporate fortune telling aspects to her stories.

Needs/Wants from the app:

- Offer a user-friendly interface with features specifically designed for busy professionals, such as daily card draws, quick insights, and customizable notifications.
- Provide a range of tarot card spreads and techniques focused on personal growth, decision-making, and lifestyle management, with clear explanations and interpretations.
- Include different methods of fortune telling.
- Have an option to choose a serious theme that matches what she envisions for her book.
- Give Karen inspiration for her writing.

Name: Don Carpenter

Occupation: Retired commercial real-estate lawyer

Age: 78

Background:

Don Carpenter is a 78-year-old retired commercial real-estate lawyer, who recently moved from bustling downtown Denver Colorado to rural Eastern Wyoming. Being a lawyer, Don has always enjoyed reading and writing, but over the course of his career he was mostly constrained to legal writing. Now that Don is retired, he hopes to explore his untapped creative and spiritual writing potential. He aspires to start a blog where he will publish a series of fiction novels. However, given the rigidity of his legal writing career, Don has been experiencing writing block and frequently struggles to get into the creative mindset necessary to write fiction. Don remembers that one of his previous legal clients, who was an experienced professional screenwriter, enjoyed the hobby of tarot cards. Hoping to ignite his creative writing routine with the daily use of tarot cards, Don is looking for a tarot card app that he can use long-term as a casual pre-writing routine to help frame his creative mindset.

Goals:

- Discover how a tarot card app can be used as a daily routine to inspire his creative writing.
- To put him in a creative mindset and help him overcome his writer's block
- As a daily practice to experience multiculturalism and get diverse sources of inspiration, since he no longer meets with diverse clients daily.

Needs/Wants from the app:

- A simple interface is enough to inspire his creativity, but not overwhelming with difficult to navigate features. While Don is not completely technologically incapable, he is “old-school” and would be overwhelmed by an interface with too many options up front.
- Creativity and variety in the tarot cards. Don has had a successful career due to his attention to detail, and respects well-crafted writing. Since he intends to continue this routine long-term, he will notice and appreciate different responses and attention to detail, and otherwise is not likely to continue using the app long-term.
- Show multicultural influences and various opinions. Don has traveled many places in his life and enjoys hearing different opinions. Too many tarot cards that reflect only a single point of view or cultural/spiritual influence would bore Don.

Name: Jenna Cheng

Occupation: Student

Age: 18

Background: An above average student who is going to community college due to monetary issues and a lack of direction. She has an interest in psychology, but she is not sure whether that's the path for her. She is timid and shy, but opens up when surrounded by her friends. Her lack of finding a clear path in life has caused her to lose confidence in herself and her decision-making. She is afraid of making the wrong decision, lest it cause her to lose time and money. She has good understanding to not rely completely on fortune telling, but she wants to use Oomancy as a fun little introduction to try to introduce some structure into her life

Goals:

- Figure out some structure in her life.
- Provide a measure of confidence in her path towards the future.
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Needs/Wants from the app:

- Wants a clean and fresh looking interface.
- Needs fortune/information relevant to her specific situation in life.
- Doesn't really want to see negative fortunes, more like guiding advice for the future.

Name: Emily Johnson

Occupation: Anthropology Professor

Age: 45

Background: Emily is an anthropology professor at a prestigious university in Boston, specializing in the study of ancient cultures and their diverse rituals. Her fascination with anthropology began in her early years when she traveled extensively with her parents, who were archaeologists. This exposure to different cultures and histories sparked her curiosity and eventually shaped her career path. Emily earned her doctorate in cultural anthropology, focusing on indigenous rituals and practices.

Goals:

- Emily aims to understand the symbolism and interpretation of bone tossing in different cultures.
- She plans to incorporate this knowledge into her lectures and academic papers.

Needs/Wants from the app:

- Emily requires an app that provides comprehensive information on the history of bone tossing, the meaning of different bones, and interpretations of various formations.
- An interactive element, such as a virtual bone tossing feature, would be a fantastic addition to her teaching resources.