

Initial Ideas about our Fortune Teller Application:-

- sfx for different features (e.g. button, shake animation)
- google's i'm feeling lucky feature to choose which mode to use
- appropriate bgm for each mode (to flesh out the experience)
- good style choices for details (e.g. button borders and shading) to beautify the app
- fleshed out animations for answer reveal

Sizhe Li

- Multiple modes: 8-ball, tarot card reader, tea leaves reader, crystal ball reader, fortune cookie.
- We can utilize our 8 ball project.
- Focus on design: background, animation, music, fonts
- We should have a user interactive feature we decided not to have in the 8-Ball
- Have history of the user feature
- Have a settings features/ change of background or music feature
- One feature can be: bad answers, good feeling answers, neutral answers

Nishant Begani

- Multiple different fortune telling methods, with system error theme in all of them
- Going further with 8-ball, such as adding tts, more animations, etc
- Have a statistics section of the app where it displays how lucky a user is - maybe be able to compare with other people
- Something similar to talking ben where there is a lot of "personality" in our fortune telling method
- Make it very interactive where users can do certain tasks to increase their luck
- Add humor to our prompts
- If going multiplayer route - add options to allow users to change their own appearance

Raj Sunku

- Visually pleasing i.e a nice design throughout the entire site.
- We should have a fortune ball in the app with animations
- Nice Background
- Nice background music
- Easy to navigate and no confusion on how to use the site.
- Keep track of user data for better results
- Multiple modes for different types of questions

Matthew Shin

- Universal theme across different types of the fortune tellers (both in terms of the fortunes and visually)
- For fortune tellers like the tarot card or tea leaf readers, make it interactive beyond just having buttons with basic animations
- Potentially focus on a single out of the box idea instead of multiple standard fortune tellers

Eddie Li

- Focus on creating a design that is thematic and stands out
- Consistent and relateable theme like Minecraft
- Use minecraft graphics and music throughout our app
- Select a mode based on what you're looking for i.e. if you're looking for an answer to a question then ask the 8-ball, if you're looking for insight on the future than ask the tarot card reader

Mary Vu

- The design could be either colorful/lively or mysterious/scary (Cthulhu Mythology, backrooms, scp) so that the users would be attracted.
- Split work into pieces and assign people to work on it.
- Some buttons such as "home" should be presented on all pages.

Ada Qi

Fortune Teller - Roguelike Edition

What is a roguelike?

- A game which uses RNG in order to decide the power ups that players get during their run through. Common examples are Slay the Spire or Risk of Rain series

How to use roguelike elements in our application?

- We would have some sort of dungeon based application (some other people suggested minecraft themed).
- After each round or floor in the dungeon, players would shake an 8ball, or read a fortune (any RNG type of application) and the fortune/power they receive would be applied to the rest of the player's run.

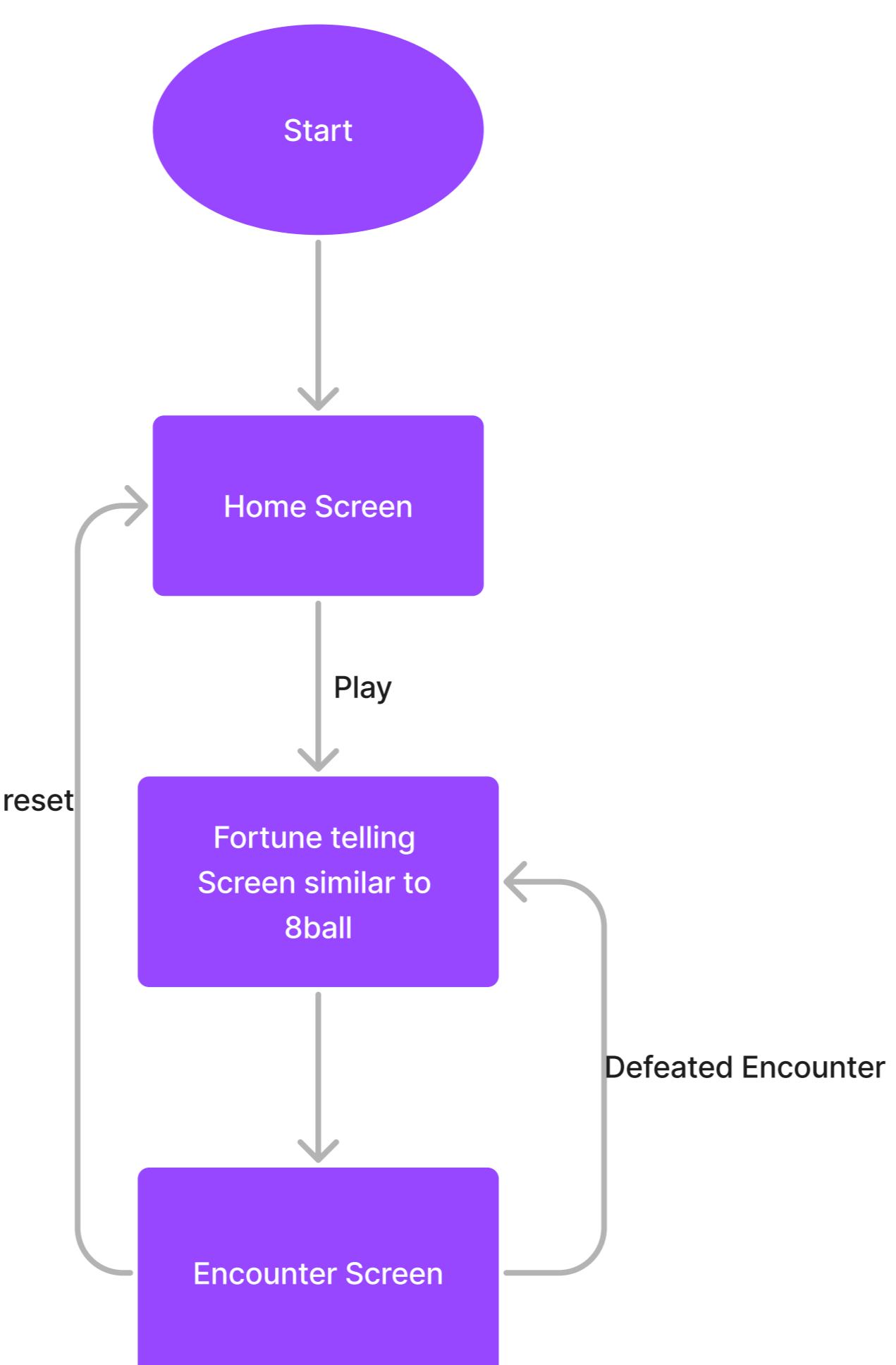
User Experience and Application

- It is important to note that this idea will likely **not mesh well** with the "Talking X" application we've been discussing, and will likely have to choose between one or another
- User will begin on a welcome screen. They will have no fortunes applied to them. User will be prompted to shake an 8ball/draw a tarot card/other RNG. The status effect drawn will be applied until user reloads the webpage.
- User will partake in some interactive activity or minigame. Any suggestions appreciated here.
- After finishing the minigame/interactive activity, user will be prompted to get another fortune, which will apply another status effect.

Example Run Through

1. Ace begins by drawing a tarot card which says that I will have reduced health points this run :(
2. Ace then progresses to the next screen where he is given an interactive scenario and a choice (Eg. "oh no, I dropped a pen! What do I choose next?")
a. The choices given here will be reflective of all status effects currently applied to the user. Eg. Since Ace has reduced health points here, he cannot bend over to pick up the pen since his back hurts)
3. Ace is finished with this screen. He proceeds to the next screen to get another fortune or tarot card.
4. Repeat #2 and #3 until the story is finished or until user reloads the webpage.

FLOWCHART:-



Minecraft Theme with Roguelike