Project #4: Mixed Messages

Description: I want to create a fortune teller that would make random sentences about You (the user) and tell them something about the future!

# Design Aspects

## HTML:

What are the main elements that I need on the page?

* A paragraph element that would display the message.
* A button that would make new messages and change bg color.
* A button on the top that would display message about what this webpage dose.
* Pop up message explaining how things work

## CSS:

What each element is going to look like?

* Page background color
  + Gradient,
  + Color Must be change each time user presses the button, must move so that it represent a kind of illusion.
  + Must start changing slowly and after a delay.
* P element:
  + White background and black text
  + Curved edges
  + Lifted a bit up using shadows
* Change Button
  + Same representational style as P element but smaller
  + Background color should be dark and the text should be light.
  + A transition to represent the act of pressing the button
* Explanation button:
  + Very minimal design, the same as p element
* The pop message
  + Dim the background,
  + Have a close button,
  + Text dark and background white
  + Minimal curve around the edge
  + A lot of shadow

# Functionality

### Content-related

Making a new random message each time about the future

* 5 Sentence layouts are
  + **You should: "trust no one"**
    - The sentence structure is
      * You
      * Should, Must
      * :
      * A phrase
  + **Your sign is sun.**
    - The sentence structure is
      * Your
      * Noun (sign, talent,..)
      * Is
      * Noun ( sun, painting)
  + **You will find a lot of money later!**
    - The sentence structure is
      * You will
      * Verb (find, get, earn, lose)
      * Quantity adj (some, a few , a lot of , no)
      * Noun (Money, prosperity)
      * Adverb of time( next year, next month, later, tomorrow)
  + **be careful about your friends!**
    - The sentence structure is
      * Be
      * Adjective( careful about , cautious about, aware of)
      * Your
      * Noun (friend, family, love one, money, house, car)
  + **You are having good luck.**
    - The sentence structure is
      * You are
      * Ing verb (having)
      * adj (good, bad,)
      * noun ( luck, chance, time) (needs to come with appropriate adj)

first we pick the layout randomly, and then we construct it’s pieces randomly and show it to the user.

### Style related

* Background color should be changed each time user presses the button. Background color should move.
* Pop up message should pop up and closes after that.
* Button should make a new message each time.