

Fortune Telling Application

Project Plan

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Typography

Utopia Std Bold

Usage

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
123456789!@#\$\$%

<h1> 36px

Raleway Semibold

Usage

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
123456789!@#\$\$%

<h2> 24px
<button> 16px

Raleway Regular

Usage

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
123456789!@#\$\$%

<p> 16px

Colors



CMYK
18, 66, 75, 4
RGB
200, 110, 76



CMYK
80, 87, 24, 9
RGB
81, 62, 120



CMYK
80, 80, 50, 60
RGB
39, 32, 52



CMYK
67, 0, 83, 0
RGB
43, 213, 102



CMYK
77, 49, 0, 0
RGB
0, 129, 254



CMYK
0, 0, 0, 0
RGB
255, 255, 255

JavaScript/jQuery Functionality

Introduction Screen

When the page loads, the user will be greeted with a simple page which reads "Your fortune awaits...". A `setTimeout()` function will be used to make this message disappear after three seconds before showing the first page of the fortune telling application.

Background Color Transitions

After selecting a color, the background will transition between randomly generated colors equal to the number of letters in the selected color. While this is occurring, the color selection page will fade out, then the number selection page will fade in with a breathing gradient background similar to the selected color.

Button Hover

When the user is hovering over a button, the glow will expand out further and the button will be a little bit lighter. Additionally, small glowing particles will be generated to fly off of the button as it is being hovered over.

Randomly Scatter Elements

When the user selects a number, all of the elements on the page will randomly scatter in all directions. There will then be n randomly placed fireworks on the screen, where n is the number selected. Then after a brief delay, the randomly selected fortune will fade into the screen.