

Fortune Telling Application

Project Plan

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Typography

Utopia Std Bold

Usage

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
123456789!@#\$\$%

<h1> 5em

Raleway Semibold

Usage

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
123456789!@#\$\$%

<h2> 3em

Raleway Regular

Usage

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
123456789!@#\$\$%

<a> 2.5rem
<p> 2rem

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 five 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. After this occurs, the color selection page will fade out, then the number selection page will fade in with the selected background color.

Button Hover

When the user is hovering over a button, the glow will expand out further. When the user hovers away from the button, it will return to normal. This will all be handled in the JavaScript code.

Randomly Highlight Buttons

When the user selects a number, a random number between 0 and 3 will be generated. This will determine which button is highlighted after a user selects one of the numbers. This action will repeat the same number of times as the selected number.