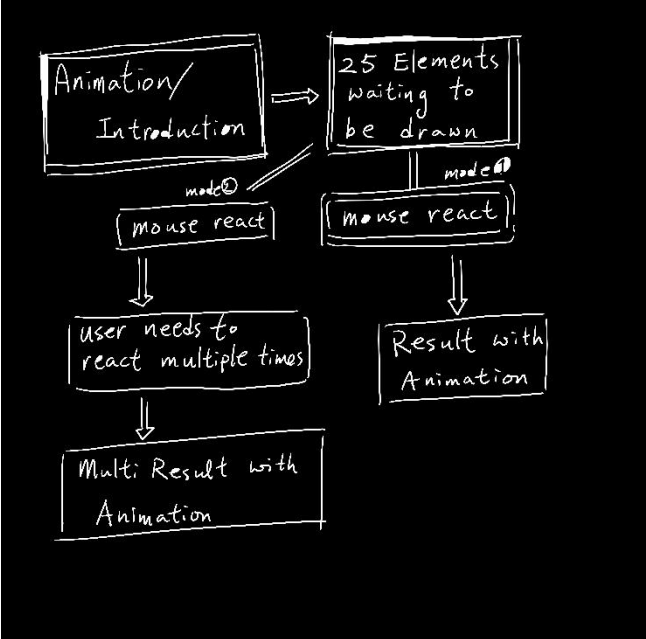| Design Document	
Working title	Fortune 2.0
Description of the experience	Web interaction/ web game. Users interact with the elements within the page which is the fortune telling. It will show you the result using RUNES format. Enjoy the mystical atmosphere and explore the power of RUNES. Users will experience with animation at the beginning and the end, which offer the fortune telling game a storyline and make it like a tale.
Goal	Like a drawing game (gambling), the player draws one of the blocks, and show the result. The action activates visuals.
Basic Elements	Opening animation. Ending animation. 25 blocks for drawing (mouse interactive) 3D environment (camera perspective) Ref: https://github.com/freshfork/p5.EasyCam
List of Design Values	Simple design, although I want to apply lots of animation description into the game, I will try to make all the visuals simple as well as animation. Aim to attract people curious about the unknown.
Interfaces and Controls	The motion graphics you are looking at are also the interaction which users can click and get the result. The fortune will randomly generate no matter which and where they click.

UX Flow	
Level Design	1- Visual 2- Mouse interacted, two mode 3- Visuals, animation 4- Result 5- Animation, end, return to beginning, waiting to be drawn
Art Direction	Black and white tone Motion graphic (vector art) Building the myth, the unknown
Technical Overview	3D and 2D elements Processing/ Three js To be test out