PROJECT PROPOSAL

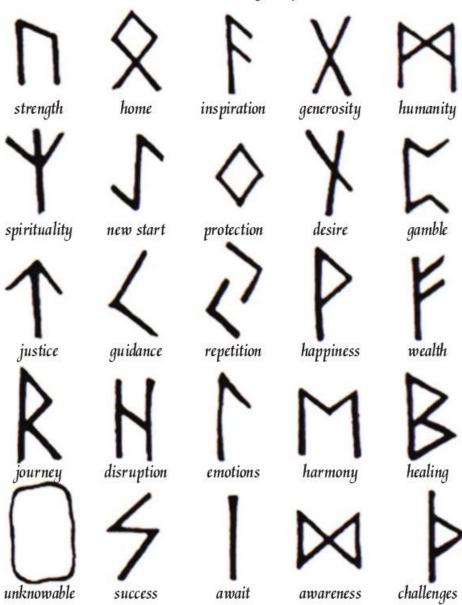
Fortune Telling Machine

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Think of a question

Pull 3 runes out of the bag without looking

Can the runes answer your question?



RUNES



Germanic language

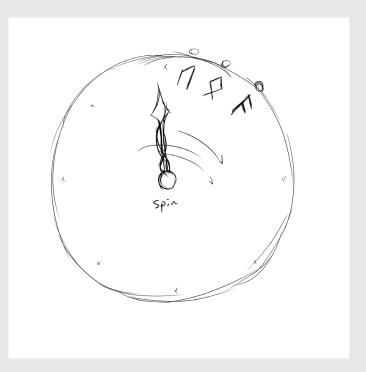
My idea is to create a fortune telling machine using runes. There are 25 stones for Runes and each will represent different fate of your day or the answer of your question. One input will be an adjustable button/resistor that allows you to change mode (play with one Rune, three Runes or six). This will give order to the outcome of how many times it needs to generate runes. The other input of course is a button to activate the fortune telling. When you turn to mode 1, it will only generate 1 Rune in total and have this display on screen, and will explain your fate with the generated Rune. If you turn to mode 2, which the system will generate 3 runes for you and tells you more detail about your fate including the past, present and the future. And mode 3 will then generate 6 runes which is similar to mode 2 but analyze your fate much more in detail.



Method 1

One method is to generate runes using a servo motor (to generate random angle to match the letter) and the outcome will looks like a wheel/clock with all the runes lay around the circle and have LED turn on at the outcome position. However, a display screen might still needed to inform the user about the outcome that has generated.

This could make the outcome design more in old fashion way. (like Ouija)



Method 2

Other method is to use screen directly (only the screen and LEDs that blink while processing), motor won't be use in this method and will make the whole outcome more technical instead of some old fashion style. The screen will shows the generated outcome directly as well as the explanation.

