

**DEPARTMENT OF COMPUTER SCIENCE**  
**COLLEGE OF ARTS AND SCIENCES**

CSCI 4961/4962 Capstone Project Plan

Title of Project: I-CHING

Client: Amy Bautz

Supervisor: Professor Kevin Scannell

Student(s): Elena Coleman, Jake Lam, Leala Othman

Project Overview (1 page max):

The I Ching or Yi Jing is a divination tool often consulted for advice. The goal of the project is to create an I-Ching divination tool that will be more aesthetically pleasing and have information that is more digestible. Our hope is that this product can streamline the I-Ching and engage a younger audience into the practice of I-Ching meditation and Philosophy. We will be creating a mobile application for this project. The target is to have the application available on both Android and iOS in their respective app stores. It should have the ability to work anywhere without use of wifi. The purpose of this app is to create a digital I-Ching consultation. This app will include a tutorial on how to use the app and explanation of hexagrams and their meanings. We want this app to have unique features including record journals of consultation, searching past journal entries, animation with coinflip, night mode, analysis of past hexagram and questions asked, and daily reminders and meditations. Improvements from other applications would be user friendliness and minimalist aesthetic. The goal of this app is to bridge the gap between eastern and western philosophy and appeal to a younger generation.

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### Goals for Deliverable #1:

Basic barebones prototype of the application

- Using React Native
  - Mobile app friendly
- Explain and talk about the I Ching and purpose of the application
- Create mockup pages
- Have basic functionality like coins, and hexagrams
  - Randomized algorithm for the hexagrams
  - Library of hexagrams and their passages
- Ability to type in your question/consultation and save to a file
- Include information on hexagrams and their meanings

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### Goals for Deliverable #2:

Receive feedback and implement new prototype

- Intro page/tutorial
- UI interaction
- Maybe implement a new feature
  - Guide/explanation of I Ching history
  - “Are you having trouble making a decision” – reminder
    - Something that gives users the incentive to use the app everyday

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### Goals for Deliverable #3:

Testing new features/receiving feedback and produce new prototype

- Fonts and pictures
- SLU aesthetic but not SLU centric
  - Minimalistic aesthetic
- Approving art and feedback
- Add a diary log
  - Dated and saved diary entries
  - Able to search for last results

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### Goals for Deliverable #4:

Receive feedback on features and implement/test rest of features, and polish final prototype

- Night-time mode
  - Animations
  - Publish
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Signatures

Students:

Elena Coleman  
Lalitha Mann

Jeff Leem

Supervisor:

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Instructor: