Olivia Axiuk
Julia Axiuk
CART 351
Professor Sabine Rosenberg
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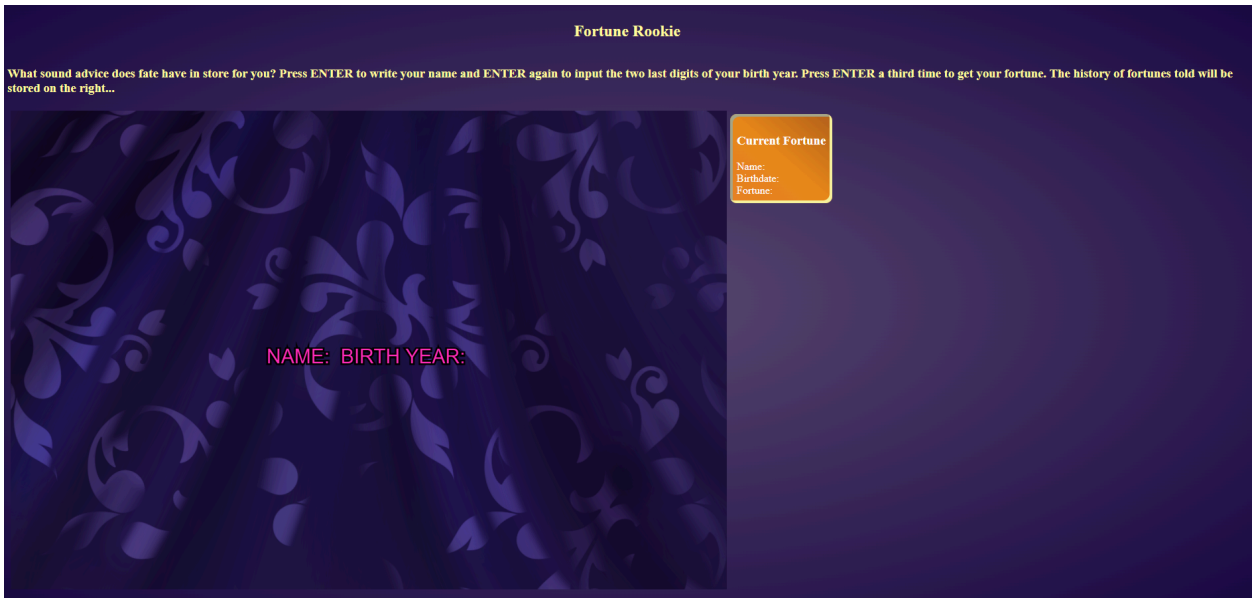
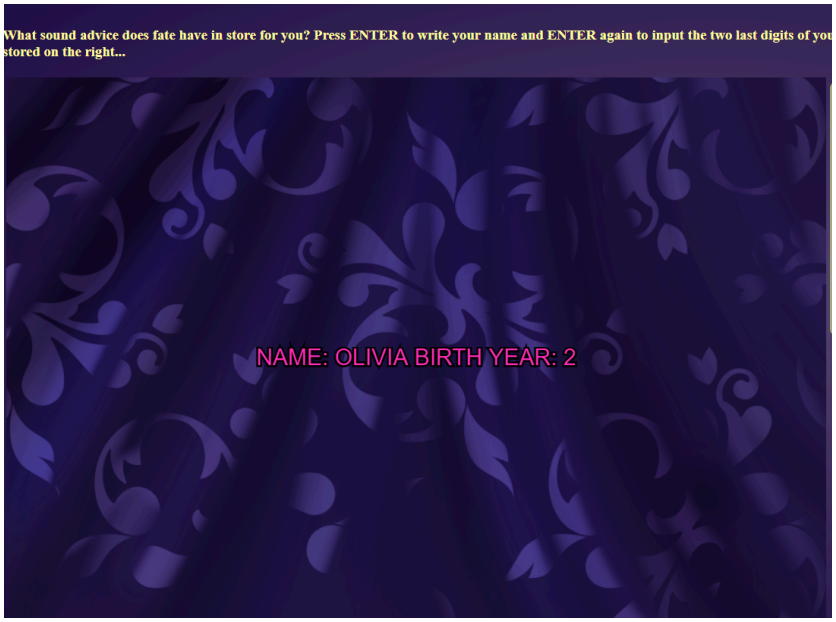
Project02 Reflection

For project two, which is named *Fortune Rookie,* we decided to keep it relatively simple in order to fully grasp the new concepts introduced in class without giving ourselves too intimidating a task. We also knew we wanted to implement the user input in a way that felt like it was being clearly used, as if their information was directly affecting the outcome. Therefore, we came up with an idea that the website would be something along the lines of a tarot/fortune reading based on user information.

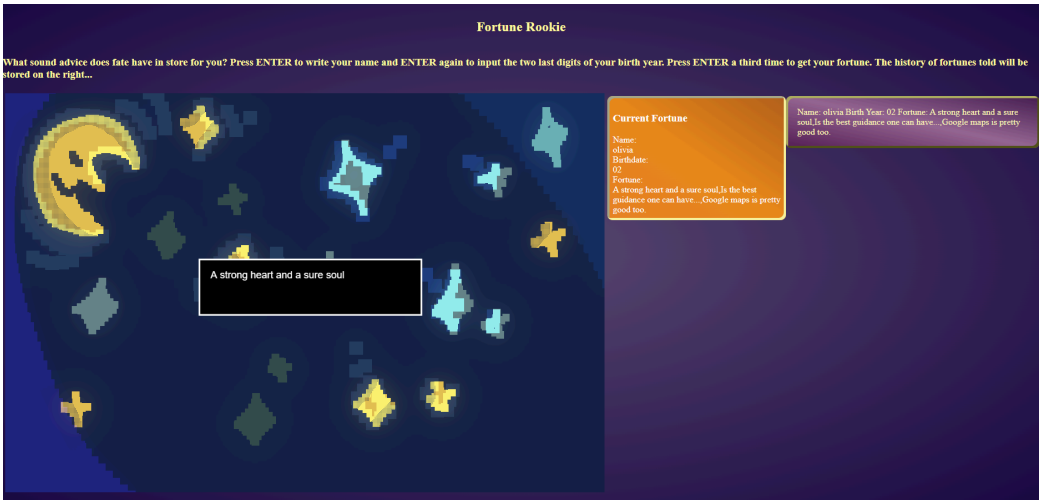


The screen that is shown upon launching the program



A player begins typing in their information

Considering that we are both most familiar with P5, we wanted to make the Javascript application take center stage. The app begins with a screen asking for player information. Once the name and last two digits of the player's year of birth are input, they are met with a new screen where they are able to click-through a fortune given to them in a line-by-line text-box style. The fortune is then displayed on the side in the orange box labelled 'current fortune' as it is saved to a JSON file. If another user follows, the previous players' fortunes will one-by-one be saved in new boxes alongside one another, with the orange box always displaying the current player's fortune. The application will return to the home screen when a player has exhausted the dialogue associated with their fortune, and will continuously re-take input. Because the fortunes are dependent on the last two digits of a player's year of birth (which gets transformed into a chance percentage in the Javascript) players with the same year of birth will receive the same fortune, like a horoscope.



A player receives a fortune

A closer look at the full information of a player's current fortune

However, we took a more playful angle when it comes to the possible fortunes. While the first project we worked on together in Python focused on storytelling through coding and interactivity, *Fortune Rookie* is more focused on mixing data collection with entertainment and humor. It opens the doors to thinking about collective interactivity and how a project like *Fortune Rookie* could be improved or changed if, for example, there was a larger variety of fortunes available and the project was hosted online, allowing for a greater amount of individual users and entries.

A few fortunes are displayed together

Due to the fact that the project heavily relied on JavaScript, it took some digging through some old p5 projects in order to use them as examples and start-off points. Thankfully, p5 also has excellent online documentation, which was often consulted as well. Though of course, although a great part of the project relies on p5's version of JavaScript, plain JavaScript was also used in order to create and append the divs outside of the canvas. For these issues, W3 schools and the online forums were consulted, proving to be efficient in their information. However, no specific resources were used other than those mentioned.

Fortune Rookie begins to explore how a community of information can develop an interactive experience, as past users can compare each other's results, perhaps get to read all the available fortunes and see past interactivity. While this program remains small in its scope, it is interesting to think, as mentioned before, how the program could change if hosted online and, especially with our previous class now introducing Mongo, be able to accept larger amounts of information. Hopefully, the final and third project of this class will explore the storytelling capabilities of Python as seen with project 01, and combine it in an interesting and unexpected way with data storage and display, as seen in *Fortune Rookie*.

P5 documentation:

https://p5js.org/