

FUN FORTUNE TELLING APPLICATION

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Abstract: The Magic 8 Ball Fortune-Telling Application is a computer program that emulates the popular fortune-telling toy, the Magic 8 Ball. The program allows users to input yes or no questions and receive a random response from a pool of 20 possible answers. The 20 responses are divided into 10 affirmative, 5 non-committal, and 5 negative sentences, ensuring a balance of responses. The program uses a random number generator to select one of the 20 possible responses and display it to the user. The user can then choose to ask another question or exit the application. The asked questions and responses are stored in database. The Magic 8 Ball Fortune-Telling Application provides a fun and interactive way for users to make decisions and seek guidance on various aspects of their lives. Overall, the Magic 8 Ball Fortune- Telling Application is a simple yet entertaining program that recreates the experience of using a Magic 8 Ball. Whether it's to seek advice on a difficult decision or simply for fun, users can enjoy a unique fortune-telling experience with this application .

I. INTRODUCTION

This fortune telling project is based on a fortune-telling toy Magic 8 Ball. This is a fun and interactive fortune telling toy that has been enjoyed by children and adults for decades. The toy consists of a plastic ball with a window that displays a message in response to a yes or no question of player. The response is generated by a random process, which adds to the element of surprise and excitement. It is a spherical object that contains a 20-sided die with various answers printed on it. The user asks a yes-or- no question, then shakes the ball to receive a random answer. In this project, we aim to create a digital version of the Magic 8 Ball using software programming. and generates a random response from a set of 20 pre-defined answers, with 10 being affirmative, 5 being non- committal, and 5 being negative. Our program will consist of several modules that handle different aspects of the program's functionality. The project is built using a simple architecture, with a user interface that prompts the user for their question, generates a random response, and displays it on the screen. The project aims to provide a fun and interactive way for users

to get answers to their questions. The main module will prompt the user for input and display the response. Another module will generate random numbers to select a response from the pre-defined list. To make the program more engaging, we will include a graphical user interface (GUI) that displays the Magic 8 Ball and allows the user to interact with it. The GUI will provide a visual representation of the program's functionality and enhance the user's experience.

II. LITERATURE SURVEY

The Magic 8 Ball game has a rich history, originating from the mid-20th century as a novelty toy. It gained popularity as a fortune-telling device, providing users with random responses to their questions. Research on digital fortune-telling applications highlights the growing interest in incorporating traditional divination practices into modern technology. These applications aim to provide users with a personalized and interactive fortune-telling experience.

III. PROBLEM STATEMENT

The challenge is to create an application for giving a fortune telling on yes or no questions of the user. The user gives an input of yes or no question for which a response from inbuilt answers is given randomly. It is based on a game called "Magic 8 ball". The fortune is not to be taken on serious basis it is a random response created by a program.

IV. METHODOLOGY

The methodology used in the development of the Fun Fortune Telling Application involves a combination of software development practices and technologies.

1. Requirement Gathering:

- Identify the core functionalities of the application, such as asking questions

generating responses, storing history, and providing a user- friendly interface.

- Determine the technologies to be used, including HTML, CSS, JavaScript for the front-end, Python for the back-end

2.Design and Wireframing:

- Create a visual design and layout for the user interface using HTML and CSS.
- Design interactive elements and user flows, ensuring intuitive navigation and engagement.
- Develop wireframes or mockups to visualize the application's structure and components.

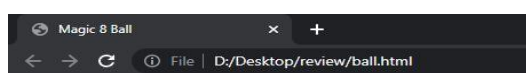
3.Front-end Development:

- Implement the user interface using HTML for structure, CSS for styling, and JavaScript for interactivity.
- Create HTML forms for user input and buttons for triggering actions.
- Write JavaScript code to handle user interactions, such as capturing questions, displaying

4.Back-end Development:

- Utilize the Flask framework in Python to handle the server-side logic.
- Implement routes and endpoints for handling user requests and responses.
- Develop the main logic for generating responses based on user questions using Python

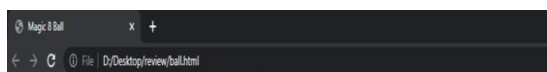
VI. EXPERIMENTAL RESULTS



Magic 8 Ball



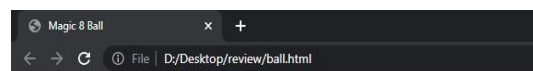
FigVI.1 Opening interface



Magic 8 Ball



Fig VI.2 Question



Magic 8 Ball



Fig VI.3 Response

The responses are being random form the predefined list of responses.

VII.

CONCLUSION:

Web based fun fortune telling is simple and fun for users to get a fortune on their yes or no questions. This is a web version of magic 8 ball game which gives a best experience for users in playing the game. Overall, this project was a good exercise in building a simple web application using Flask.

VIII.

FUTURE ENHANCEMENT:

The present application is built based on a toy called magic 8 ball. The application has to relevance to the real world. In future we can make enhance the scope of responses from the application by creating a connection with the real world data. The fortune responses can be generated by taking the real world scenario and probabilities taken from the real world data.

IX.

REFERENCES:

1. I have utilized a resource from w3schools as a reference for my work.
2. Flask library.