

Life in Your Hands – Palm Reading Demystified

Description and Purpose:

Palm reading, otherwise known as palmistry or chiromancy has been around for centuries and is practiced all over the world. The human palm is said to reveal the story of your life in the past, present and future. It is not a fortune telling technique and rather should be used as a way to evaluate a person's character and give insight into your life. This project will introduce users to the 3 most prominent and important palm lines: The Heart Line, Head Line and Life Line. Along with general information about the lines, users will learn what different variations of lines mean. After viewing my IAP, Users will be able to use the knowledge to learn more about themselves and even read others palms. The animation and interactivity in Flash will enhance the user experience by allowing them to dictate the direction and flow of the content as they learn.

Target Audience:

The target audience is adults who have little knowledge of palmistry and wish to learn the basics. Users viewing the project should have a healthy curiosity of palm reading and intend to use the knowledge gained for recreational purposes only. It is not intended for people who wish to study chiromancy for professional or financial gains. The project is intended for an English speaking audience and therefore, a basic command of the language is required.

User Interactions:

The following is a list of the type of user interactions that will be available in the project. The total time a user is expected to interact with the movie is approximately 5-7 minutes.

Navigation Menu

Users will be able to customize their experience by navigating to the information in the site in any order they choose. The navigation menu will allow them to jump to any page contained in the project regardless of where they are at.

Understanding the Palm

In this section, there will be a picture of a palm with the most commonly viewed lines. Users will be able to interact with it by rolling over the various parts of the palm to learn more. When the user rolls over a specific section, it will be enhanced by a change in color and/or size to confirm the specific section the user wants know about. During the over state, there will be a description of what the line signifies.

*Users will probably spend 30 seconds reviewing each component of the palm

Music

The home page will have music playing in the background that will enhance the mood and provide for a more robust experience. Users will be able to control the music by muting it or controlling the volume if they feel it is a distraction or in a public place where it would disturb others.

Head, Life, Love Lines

In these sections Users will be able to drag and drop the palm lines to learn what different variations of the lines mean. For example, they might drag the life line down to trigger the animation of the line to lengthen and then a message would appear letting the user know how a long life line compares to a shorter one.

*Estimated time spent 1.5 minutes each page (≈5 min total)

Personalized Palm Reading

Users will answer a series of multiple choice questions regarding their own palm. Based on their responses, they will get a personalized reading.

*Estimated time spent 2 minutes

Project Limitations:

This movie is intended to be viewed over the web. Careful consideration will be put into the components of the movie to ensure the project loads promptly even on machines not using high speed internet.

Resources:

In order to create this project, the following resources are needed:

-Content/background info on Palm Reading:

Web resources will be used to gather the bulk of the information presented. Sites that I will use as a reference include:

<http://www.ofesite.com/spirit/palm/lines.htm>

<http://www.wikihow.com/Read-Palms>

<http://en.wikipedia.org/wiki/Palmistry>

-Background Music:

I will use a free sound database to locate my background music:

<http://www.freesound.org>

-Graphics:

I will need a graphic of a left palm. I will most likely locate the initial bitmap on a site of free artwork such as <http://www.clker.com> then modify it to suit my needs either using Flash or Photoshop.

Project Schedule:

<u>Activity</u>	11/9	11/16	11/30	12/2	12/5	12/12
Collect movie content	X					
Format images and drawings		X				
Create animations			X			
Peer evaluations				X		
Usability testing					X	
Submit project						X

Storyboard Review:

I had a co-worker review my storyboard. Her initial reaction to the project was positive. Here is a summary of the feedback given:

Positives:

- Good general design with a balance of text, images and white space
- Easy to understand the purpose of each page
- Creative use of curtain for transition
- Navigation is easy to follow and consistent placement of buttons make it easy to jump from screen to screen
- The My Reading page is a fun interactive activity

Things to Improve:

- Provide a history or overview of palm reading
- What about the other lines of the palm? Perhaps provide more information on other lines, even if it isn't as in depth
- Buttons on the side of the page are distracting, perhaps move them to the top for better balance?

Considered Changes	Outcome
Include history of palm reading	I chose not to include this because I felt it could potentially make the project too texty. Having too much to read could be a turn off for some and I think most people have enough of a basic understanding of what palm reading is to benefit from the project without this info.
Add more palm lines	I decided against this due to time constraints. There are over 10 major lines on the palm and then countless other minor ones.
Navigation button placement	I did change my buttons from the left hand side to the top of the screen and this is reflected in my revised storyboard.

STORYBOARD

(600 x 500)

No. 1 – Title Pg



Media	Description
Text	Static text
Music	Background sound (TBD)
Animation	Title animates onto screen using shape tween and curtain will lift to transition to the next page

Requirements	Description
1	Title of move to appear in front of red curtain, it will transition by having the curtain lift up to reveal the Intro page. The raising and lowering of the curtain will serve as the transition to and from all pages
4	The title will use shape tweening to transition from the title "Life in Your Hands" to "Palm Reading Demystified". The raising of the curtain will be done through a motion tween.
8	There will be background music playing

STORYBOARD

(600 x 500)

No. 2 - Intro



Interaction	Effect	Transition effect
Enter Name	User name appears on other screens	
Submit button	Takes User to the About screen	Red curtain comes down to hide content and rolls up to reveal content on the About Palm Reading screen
Mute button	Turns sound off	

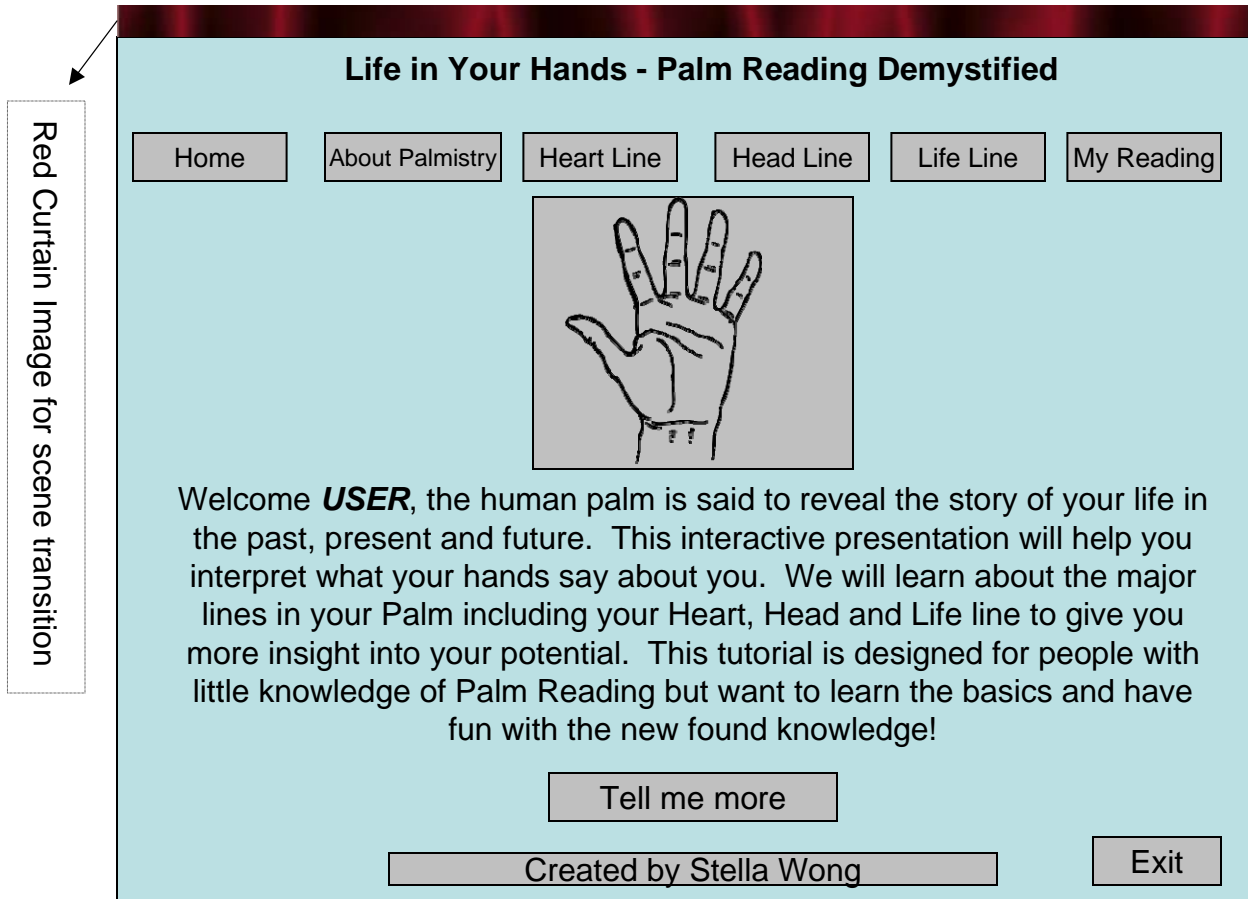
Media	Description
Text	Static text and input text for user name
Music	Background sound (TBD)
Animation	Motion tween curtain to give effect of raising and lowering of curtain, motion tween

Requirements	Description
3	User to input name to appear in subsequent screens
8	Background music will play and an on/off button will be included

STORYBOARD

(600 x 500)

No. 3 – Home



Interaction	Effect	Transition effect
Navigation buttons	Allows user to jump to the different screens	The curtain will lower to close out of the current scene and rise to reveal the next scene
Tell me More	Takes User to the About Palmistry screen	Red curtain comes down to hide content and rolls up to reveal content on the About Palm Reading screen
Quit	Goes to quit screen	

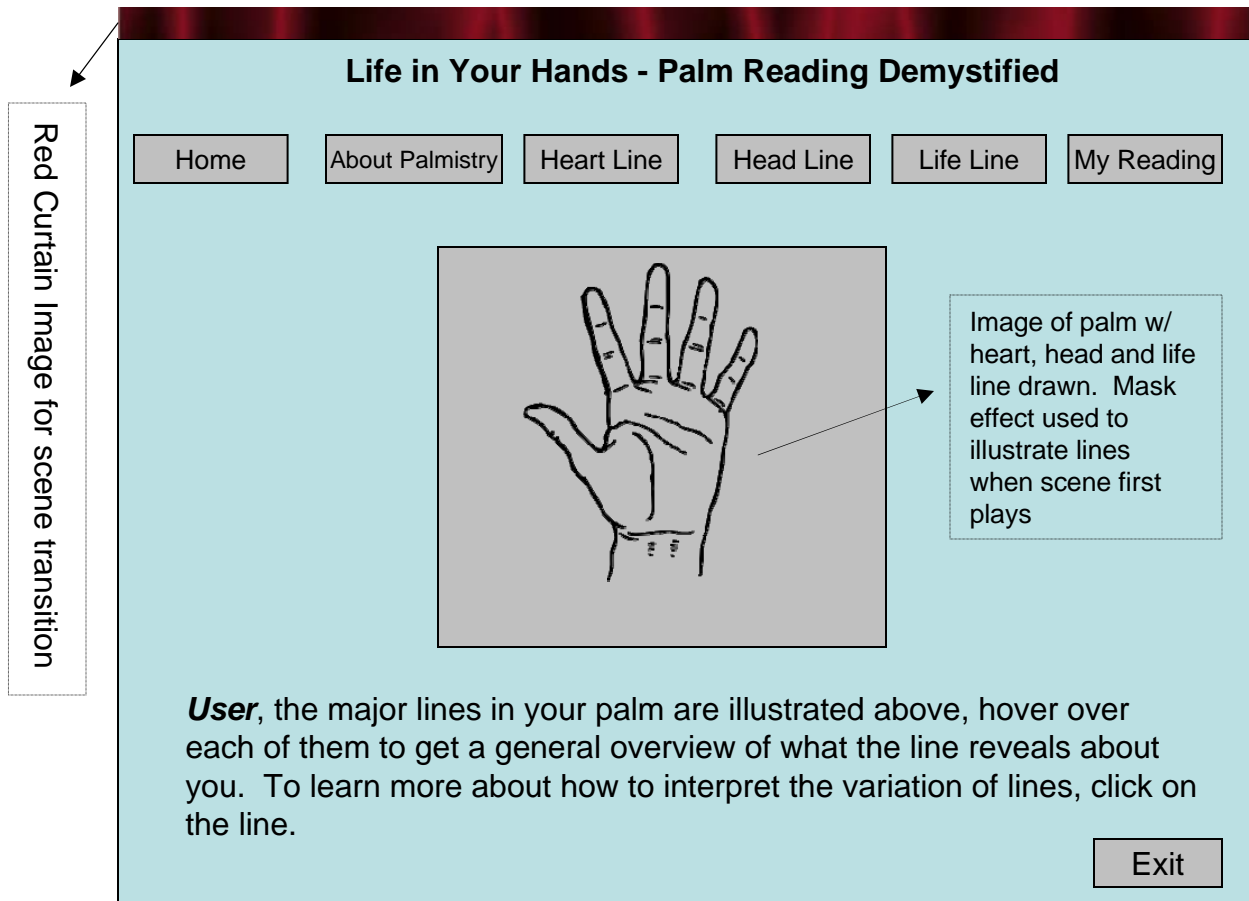
Media	Description
Text	Static text
Animation	Motion tween curtain to give effect of raising and lowering of curtain, Filter added to the palm image to give it a glowing effect

Requirements	Description
6	Buttons included for user navigation
7	Exit button to let user end their experience
2	Purpose and target audience info stated under image of the palm, created by will appear at the bottom of the screen

STORYBOARD

(600 x 500)

No. 4 – About Palmistry



Interaction	Effect	Transition effect
Navigation buttons	Allows user to jump to the different screens	The curtain will lower to close out of the current scene and rise to reveal the next scene
Exit	Takes user to Quit screen	

Media	Description
Text	Static text and dynamic text (user name)
Animation	Motion tween curtain to give effect of raising and lowering of curtain, when scene begins, mask animation will be used to illustrate the heart, head and life lines. User will be able to hover over the lines and a pop up will appear giving general info on the specific line. Users can click on the line and be taken to the corresponding scene for more info.

Requirements	Description
6	Buttons included for user navigation
4	Mask animation used on Palm image when scene plays
7	Exit button to let user end their experience

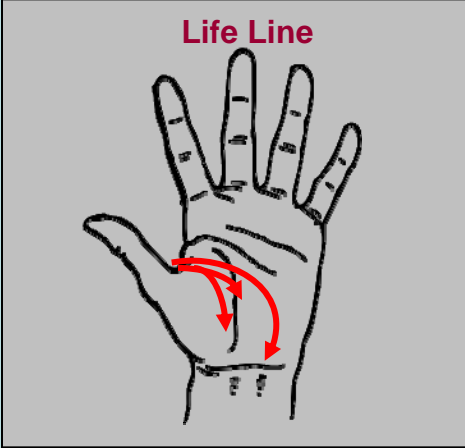
STORYBOARD

(600 x 500)

No. 5 – Life Line

Life in Your Hands - Palm Reading Demystified

Home
About Palmistry
Life Line
Head Line
Heart Line
My Reading



Life Line

User, The **Life Line** represents your vitality and the length of your life. This is the most important line on your hand and will always be present. The **Life Line** is the easiest to recognize and helps to determine where your other lines are

This line begins on the edge of the palm, between the index finger and the thumb. It extends across the middle of the palm and wraps around the base of the thumb.

Exit

Red Curtain Image for scene transition

Interaction	Effect	Transition effect
Navigation buttons	Allows user to jump to the different screens	The curtain will lower to close out of the current scene and rise to reveal the next scene
Exit	Takes user to Quit screen	
Drag and drop	Arrows will prompt user to drag the line in different directions	Line will animate to illustrate different variations on the line (long, short, curved) and what this signifies

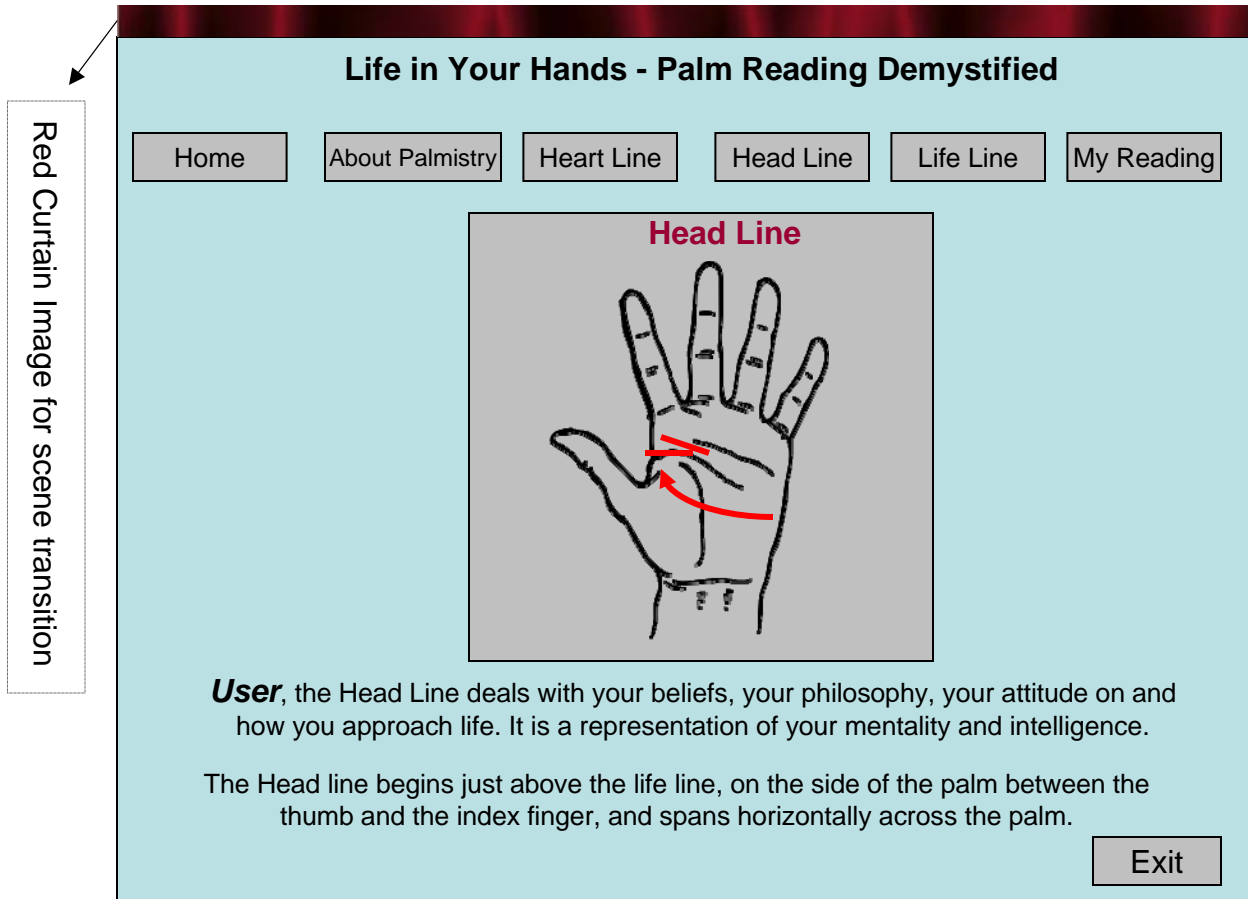
Media	Description
Text	Static text and dynamic text (user name)
Animation	When user drags line as directed, animation will play to illustrate the line variation (change from short to long, curved, etc)

Requirements	Description
6	Buttons included for user navigation
5	Users will control movement of the palm line by dragging in a specified direction as illustrated by the red lines on the palm (see stage)
7	Exit button to let user end their experience

STORYBOARD

(600 x 500)

No. 6 – Head Line



Interaction	Effect	Transition effect
Navigation buttons	Allows user to jump to the different screens	The curtain will lower to close out of the current scene and rise to reveal the next scene
Exit	Takes user to Quit screen	
Drag and drop	Arrows will prompt user to drag the line in different directions	Line will animate to illustrate different variations on the line (long, short, curved) and what this signifies

Media	Description
Text	Static text and dynamic text (user name)
Animation	When user drags line as directed, animation will play to illustrate the line variation (change from short to long, curved, etc)

Requirements	Description
6	Buttons included for user navigation
5	Users will control movement of the palm line by dragging in a specified direction as illustrated by the red lines on the palm (see stage)
7	Exit button to let user end their experience

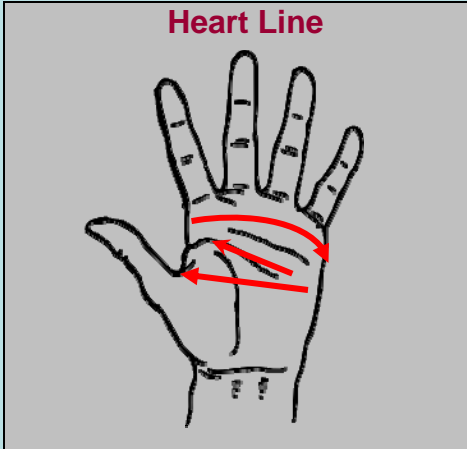
STORYBOARD

(600 x 500)

No. 7 – Heart Line

Life in Your Hands - Palm Reading Demystified

Home
About Palmistry
Life Line
Head Line
Heart Line
My Reading



Heart Line

User, the heart line is the horizontal line above the head line. This line deals with the emotions and events centered around love.

A normal and content love life is represented by the line that starts beneath the index finger.

Exit

Red Curtain Image for scene transition

Interaction	Effect	Transition effect
Navigation buttons	Allows user to jump to the different screens	The curtain will lower to close out of the current scene and rise to reveal the next scene
Exit	Takes user to Quit screen	
Drag and drop	Arrows will prompt user to drag the line in different directions	Line will animate to illustrate different variations on the line (long, short, curved) and what this signifies

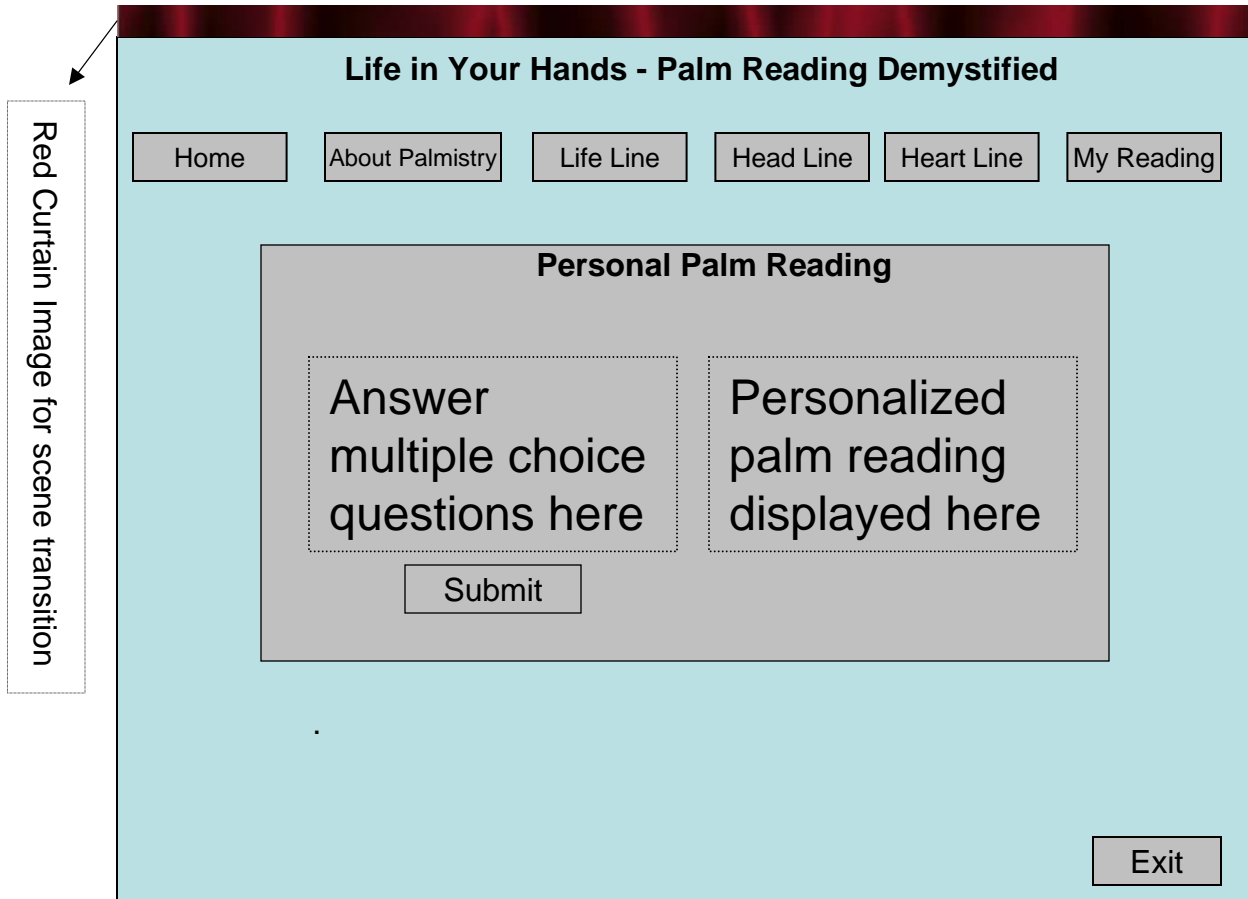
Media	Description
Text	Static text and dynamic text (user name)
Animation	When user drags line as directed, animation will play to illustrate the line variation (change from short to long, curved, etc)

Requirements	Description
6	Buttons included for user navigation
5	Users will control movement of the palm line by dragging in a specified direction as illustrated by the red lines on the palm (see stage)
7	Exit button to let user end their experience

STORYBOARD

(600 x 500)

No. 8 – Quiz



Interaction	Effect	Transition effect
Navigation buttons	Allows user to jump to the different screens	The curtain will lower to close out of the current scene and rise to reveal the next scene
Exit	Takes user to Quit screen	
Select the best answer choice and clicks submit	User response will be captured and recorded	After the submit button is triggered, a personalized reading of their palm is displayed

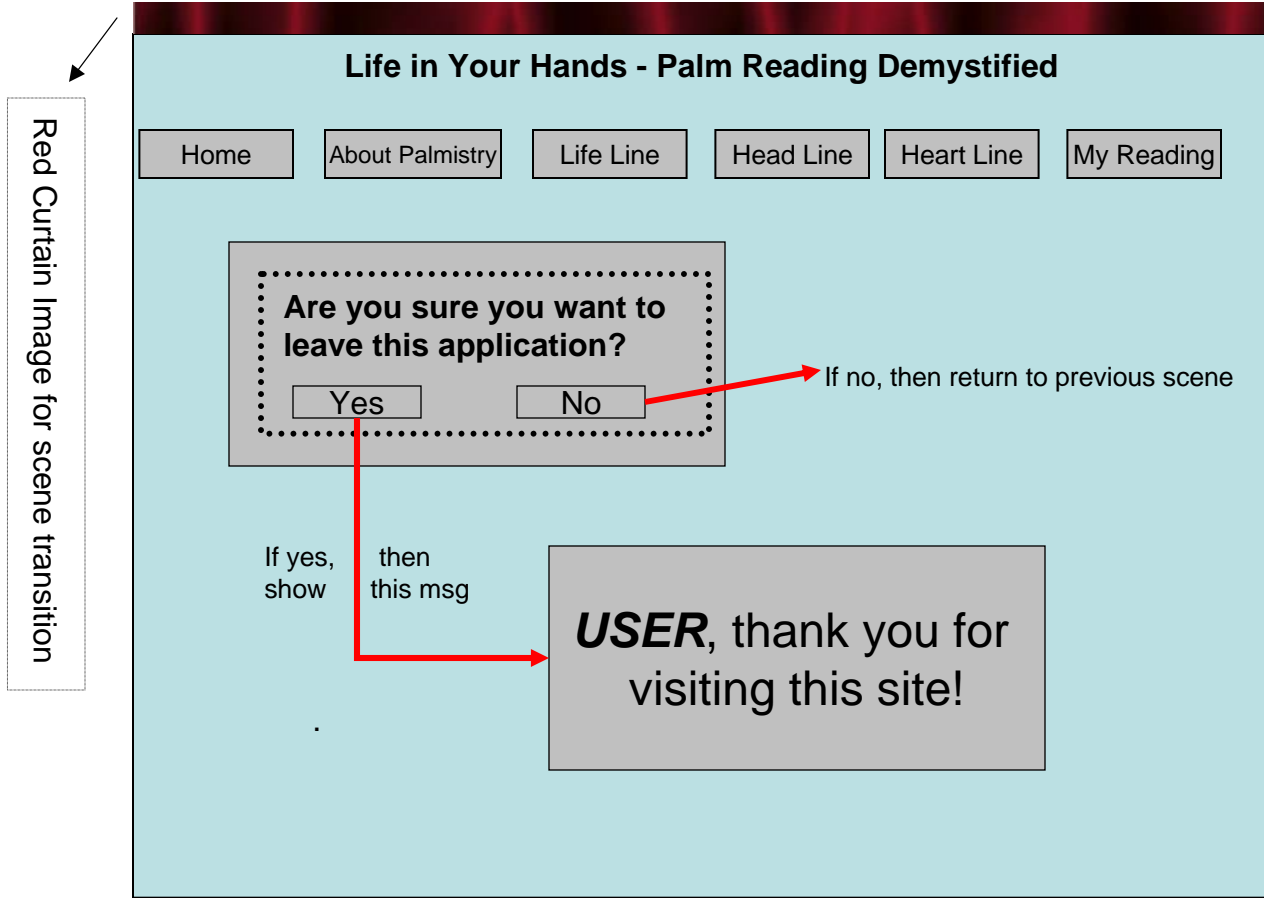
Media	Description
Text	Static text and dynamic text

Requirements	Description
6	Buttons included for user navigation
5	User answers a series of multiple choice questions about their palm (i.e, what statement best describes your head line?). After submitting their responses, a personalized reading will appear
7	Exit button to let user end their experience

STORYBOARD

(600 x 500)

No. 9 – Quit



Interaction	Effect	Transition effect
Navigation buttons	Allows user to jump to the different screens	The curtain will lower to close out of the current scene and rise to reveal the next scene
Quit confirmation	If yes, show thank you for visiting message, if no, jump back to previous scene	If yes, browser window closes. If no, curtain lowers and raises to reveal previously viewed scene

Media	Description
Text	Static text and dynamic text

Requirements	Description
6	Buttons included for user navigation
7	Quit activities to confirm if user would like to exit.