



UNIVERSITI TEKNIKAL MALAYSIA MELAKA
FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
SEMESTER 1 2022/2023

BITP 3223
SOFTWARE PROJECT DEVELOPMENT

PRESENTED TO
DR. KASTURI KACHYMALAY

PREPARED BY:

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1 Executive Summary

Anyone a fan of fairy tales? Almost no one dislikes it! Fairy tales are enjoyed by both adults and children. Fiction accounts for a sizable portion of popular literature. They play an important role in all cultures' oral traditions. Uncredited authors are common in fiction. Oral storytelling is a popular method of passing down knowledge from generation to generation. Many traditional fairy tales were altered and improved before being made available to the general public in order to accommodate a wide range of readers. Fairy tales remain a popular genre among both children and adults.

As was already said, fairy tales come from all different kinds of cultures. Both stories, as we can see, teach us not to be greedy and that doing the right thing will be rewarded. We have decided to create an animation to spread these well-known story by turning it into a modern version of “Bawang Merah Bawang Putih” using Scratch programming as it require less teammates and it save us from consuming too much time designing the animation. The project development has started on the 11th October 2022 and it is expected to be finished by 15th January 2023 with a budget of RM52,700.

2 Background

2.1 History

In European folklore, there are a lot of well-known fairy stories. One of these is Cinderella, which chronicles the struggles of a girl, her grandmother, and the parents who lived with them. It's interesting to note that Cinderella and Bawang Merah Bawang Putih's story are both popular in the Asian region. The story has been interpreted in a variety of ways. A multitude of media, including movies, live-action movies, and even novels, have recreated these two well-known legends (for Bawang Merah Bawang Putih).

2.2 Requirements

One potential business problem when creating a scratch animation title "Bawang Merah Bawang Putih" could be a lack of market demand for the subject matter. Another problem could be a lack of budget or resources to create the animation. Additionally, if the target audience is not considered or if the animation does not align with cultural sensitivity and societal norms, it may not be well received by the audience.

There are several potential business opportunities when creating a scratch animation title "Bawang Merah Bawang Putih."

One opportunity could be catering to a specific audience, such as children or families, who may be interested in content featuring cultural references and themes. Another opportunity could be creating a unique interpretation of the story or characters, which could differentiate it from other animations in the market and attract a broad audience. Additionally, if the animation is successful, it could potentially lead to merchandise, such as toys or books, that could generate additional revenue.

Lastly, as animation industry continue to expand and grow, its a huge opportunity to capitalize on the trend of video streaming, it could be distributed globally through online platforms and streaming services, potentially reaching a wider audience.

2.3 Solution

Purpose of the solution:

The purpose of creating a scratch animation title "Bawang Merah Bawang Putih" would likely be to entertain and educate the target audience. Specifically, the goal is to tell the story of Bawang Merah and Bawang Putih, which is a classic Indonesian folk tale that usually teaches values of friendship, family, and empathy. The animation is expected to pass on these values and cultural heritage to the target audience in an engaging way.

Scope of the solution:

- What's in scope:
 - The animation should tell the story of Bawang Merah and Bawang Putih, featuring accurate and relatable characters.
 - The animation should depict the cultural and societal norms of Indonesia.
 - The animation should align with the target audience's age group and interests.
 - The animation should have the artistic and technical quality of animation that is expected by the audience and industry.
- What's out of scope:
 - Any additional features that go beyond the main story of Bawang Merah and Bawang Putih, unless they add value to the animation.
 - Any offensive or insensitive content that does not align with cultural or societal norms.

Way in which the solution must be delivered:

- Approach:
 - The animation must be created using a traditional animation or 2D animation style.
 - The storyline should be written by a writer or writers with knowledge of Indonesian folk tales and culture.
 - Characters should be designed by artists with experience in creating relatable and engaging animation characters.
 - The animation should be colored and composited by skilled animators and editors.

- Sound and music should be composed to enhance the animation and engage the audience.
- The final animation should be tested with the target audience before being released.

Overall, the animation should be approached with a clear understanding of the story, target audience and cultural context in mind, and with the goal of creating an engaging and high-quality animation that aligns with the values and heritage of the tale.

3 Proposal

3.1 Vision and Goals

The vision of the scratch animation title "Bawang Merah Bawang Putih" could be to create an animation that brings to life a beloved classic Malaysian folk tale in an engaging and culturally authentic way, while also providing entertainment and education for the target audience.

The specific goals of the animation could include:

- To accurately and authentically depict the story of Bawang Merah and Bawang Putih, including its characters, settings, and themes.
- To align with the cultural and societal norms of Indonesia, so that the animation is relatable and well-received by the target audience.
- To create characters that are relatable, engaging and appealing to the target audience.
- To deliver the animation with high artistic and technical quality, that meets or exceeds the industry standards and audience expectations.
- To educate and entertain the target audience through the storytelling and animation techniques used in the animation.
- To generate revenue through distribution and merchandise, if the animation is successful.
- To build a loyal audience base that will look forward to more content from the creators.
- To achieve both critical and commercial success.

Overall, the vision and goals for the animation would be to create an animation that is not just a commercial success but also a cultural and educational one that aligns with the values and heritage of the folk tale and can be enjoyed by the whole family.

3.2 Deliverables

The deliverables for the scratch animation title "Bawang Merah Bawang Putih" would likely include the following:

Project Deliverables		
Title	Description	Notes
Team Charter	A document that defines our goals, assets and obstacles	
Project Proposal	Written document that outlining everything stakeholders should know about a project, including the timeline, budget, objectives, and goals.	
Storyboard	The story line and flow of the animation as a guide in the animation process	
Digital still image file	The character, background and other element in the animation	
Script	Script of every character and narrative	
Audio files	The audio files of the character, voice over and background sound that will be use int the animation in mp3 format	
Production journal	Animation progress by every scene.	
Project Report & Manual	A document that provides details of the overall status of the project or specific aspects of the project's progress and performance. An instruction manual that specifies the operation of the production	
Actual Product	An animation video that created based on the story.	

3.3 Timeframe

The methodology that we will use to develop this project is waterfall methodology, and we will complete it in phases. This is significant because it will make it easier for the team to move on to the next phase if the previous phase is completed. The information will be complete and will serve as a guide for the subsequent phases.

Task	Oct				Nov				Dec				Jan			
	W1	W2	W3	W4												
Planning																
Identify problem		■														
Define project title			■													
Preparation proposal			■	■												
Analysis																
Identify project requirement					■											
Define project scope						■										
Define sponsor budget							■									
Design																
Prototype								■	■							
Design interface										■	■					
Implementation																
Development											■	■	■			
Testing													■			

Figure 1 : Gantt Chart

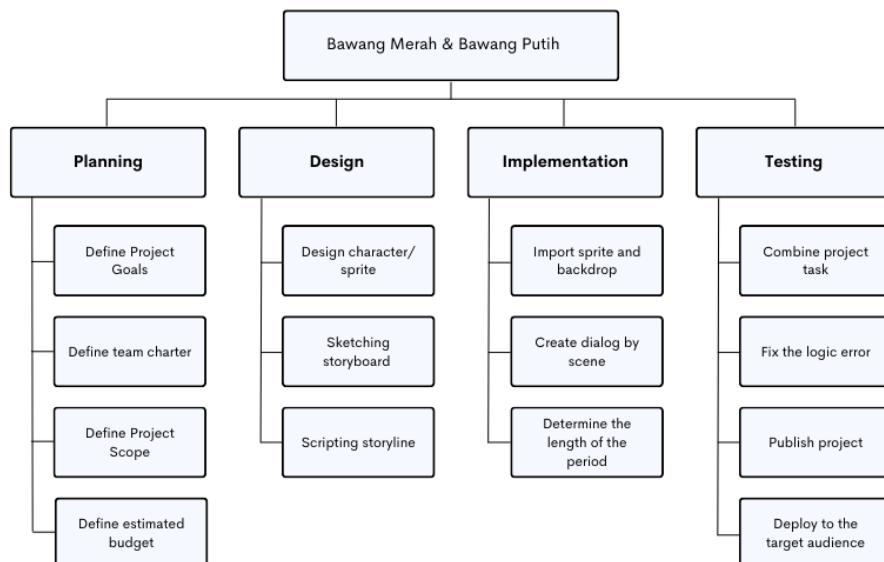


Figure 2 : Work Breakdown Structure (WBS)

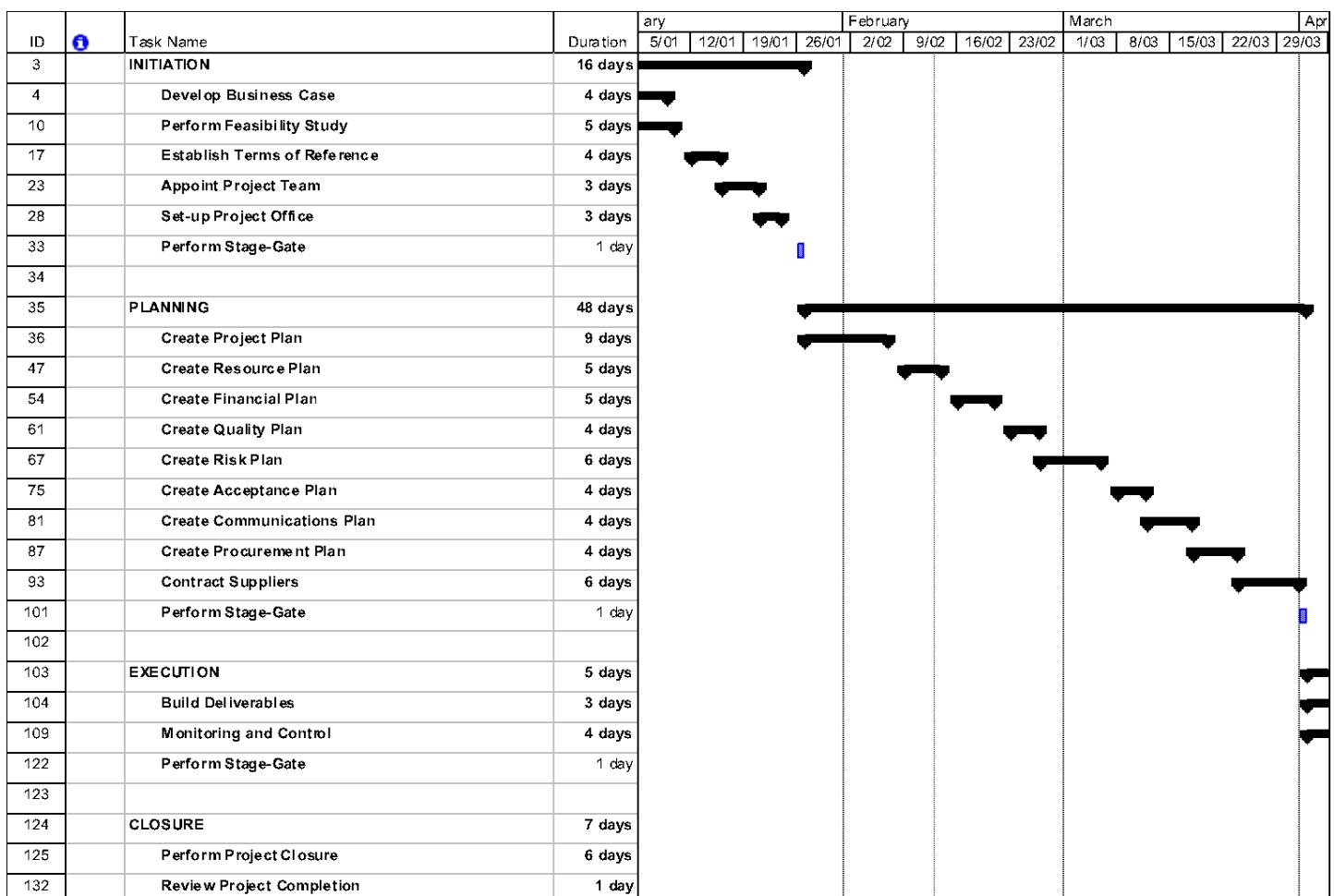
In the initial plan we estimate the project complete in 4 months. For the first month we complete the planning phases where we identify the problem that we want to solve. Then we define the project title that will be suitable for the project. last but not least we complete the proposal to be presented to the client.

We identify project requirements such as functional and non-functional requirements during the analysis phase to help us better understand the client's needs. Following that, we define the project scope to ensure that the product is truly suitable for our target users. The budget for the project is then defined, including team member salaries, training fees, hardware, and other resources.

During the design phase, we create a project prototype to ensure that the product we develop meets the needs of the client and to determine whether the project can be improved. Following that, we finalize the product design, including the character, background, storyboard, and client interfaces.

Our programmer begins the implementation phases by creating animation based on the storyboard and script created in the previous phases. Finally, the team and the client test the final product.

This is the project plan:



3.4 Resources

This is the resource list that we will use in this project. With this resource we allocate to have an efficient working process and ease the team in develop this project.

Project Resources		
Type	Quantity	Notes
Human Resource	4	People including project manager, programmer, narration and script manager and designer
Hardware	4	Personal computer or laptop
Software	3	Scratch application, windows, Canva, adobe photoshop, adobe illustrator and audacity.

3.5 Budget

The budget of the project that needed by the team to complete the development of the project. This budget includes the team members salary, every software license, hardware requirement, training and support fees.

	Unit/Hours	Cost Per Unit / Hour / Month (RM)	Subtotal (RM)	Cost Total (RM)	% of Total
Project Management					
Project Manager	300	45	13,500	22,860	43
Designer	180	20	3,600		
Programmer	160	18	2,880		
Programmer	160	18	2,880		
Software					
Microsoft Project	1	231	1,386	10,198.19	20
Canva	1	249	1,494		
Pro Tool Studio	1	187.63	1,125.78		
Adobe Illustrator	1	98.91	593.46		
Adobe Photoshop	1	98.91	593.46		
Navicat Premium DB	2	657.98	3,947.88		
Scratch	2	0	0		
Ubuntu Pro Server	1	1057.61	1,057.61		
Hardware					
Kamatera Express Server	3	507.65	9,137.70	9,137.70	16
CPU Quad-Core 2Ghz					
RAM 10GB					
SATA 40GB	4	0	0	11,060	21
Laptop					
Printer					
Training and Support					
Trainee Cost	100	20	2000	11,060	21
Travel Cost	12	5	60		
Project Team Members	500	18	9000		
Total Project Cost Estimate (RM)					53,255.89

3.6 Ownership

Project Ownership		
Role	Name	Contact Details
Project Manager	Ungku Shirin Zahra binti Ungku Saripulakthar	B032110008@student.utem.edu.my
Project Team	Mohammad Noor Aiman Bin Ezani	B032110085@student.utem.edu.my
Project Team	Tuan Nur Amirah binti Tuan Mohd Izani	B032110036@student.utem.edu.my
Project Team	Ahmad Najmi Bin Ahmad Rojamuddin	B032110040@student.utem.edu.my

3.7 Reporting

The reporting of the scratch animation title "Bawang Merah Bawang Putih" would be an important aspect of the animation's development and distribution, as it would allow stakeholders to track the animation's progress and make informed decisions about its development and distribution. Some possible components of the reporting, along with their details are:

1. Progress report: This report would provide an overview of the animation's production progress, including completed tasks, upcoming tasks, and any issues or obstacles that have been encountered. It would also detail the progress of each team members, the stage of completion of each scene, and any changes made to the production schedule.
2. Budget report: This report would provide an overview of the animation's budget, including expenses and revenues, and would track the animation's overall financial performance. This report should provide details of the budgets assigned to different departments, costs incurred and the projected costs till the end of the project.
3. Audience feedback report: This report would provide an overview of the audience feedback, including surveys, focus group results, and any other audience engagement data. The report would detail the key findings from the feedback, what the audience liked and disliked about the animation, and suggestions for improvement.
4. Technical and artistic quality report: This report would provide an overview of the animation's technical and artistic quality, including metrics like frame rate, resolution, color balance, sound and special effects and any issues or obstacles that

have been encountered. It would also detail the steps taken to correct any identified errors and the final outcome of the test runs.

5. Distribution report: This report would provide an overview of the animation's distribution, including the number of viewers, platforms, and countries and any issues or obstacles that have been encountered. This report should detail the number of views on different platforms, the countries where the animation has been distributed, the revenue generated from distribution and any agreements or contracts signed for distribution.
6. Risk and issues report: This report would provide an overview of any risks or issues that have been identified during the animation's development and distribution, along with proposed solutions and actions taken to mitigate them. The report should detail the risks that have been identified, the probability of them happening, the impact of the risks, the action plan for mitigation and the final outcome of the action taken.

It's important to note that different stakeholders may have different needs and priorities, so different types of reports and different levels of detail may be necessary to meet those needs. For example, the creative team may need more detailed information on the progress of the animation and any technical or artistic issues that arise, while investors and executives may be more interested in financial performance and audience engagement. Having a reporting structure that balances different stakeholders' needs will be beneficial for the success of the project.

3.8 Risks & Issues

A risk is something that has the potential to occur that might be likely or very unlikely to happen, but it is still considered as risks if it has the slightest possibility of affecting the project. Risk management is an important process and it is crucial that risks are considered from the beginning of every project so that the project team can properly identify and deal any risks that might threaten the project's success or deliverables. Risk management is the act of identifying possible risks that may occur throughout the project lifecycle and preparing a contingency plan to solve them. It is easier to mitigate a risk once it has been identified. A good risk management has the ability to minimize both the likelihood of a risk occurring and the impact of that risk. The lack of a risk management

plan can result in project delays, greater expenses, or possibly the project stopping and failing entirely.

Project Risks		
Risk	Details	Likelihood
Lack of market demand	There may be a lack of interest in the subject matter, which could result in a lack of revenue and a poor reception from the target audience.	Moderate to High
Cultural insensitivity	If the animation does not align with cultural and societal norms, or if it contains offensive or insensitive content, it could be poorly received by the target audience and cause negative impact on the brand.	High
Technical difficulties	The animation process can be complex and time-consuming, and there could be technical difficulties that arise during the process but these can usually be addressed with proper planning	Moderate
Schedule and Budget overrun	The animation process could take longer and cost more than initially planned, which could impact the financial success of the project but proper planning and budgeting can minimize this risk.	Moderate
Lack of quality	The animation may not meet or exceed industry standards or audience expectations in terms of artistic and technical quality, which could lead to poor reception and lack of success but with proper planning, monitoring and quality control, this can be minimized.	Moderate

Distribution and marketing difficulties	The animation may not reach its intended audience due to difficulties in distribution or marketing, which could impact its financial success and audience engagement but proper planning and distribution strategy can minimize this risk.	Moderate to High
Intellectual Property or legal issues	There could be intellectual property or legal issues related to the use of the tale, characters, and other elements that could impact the animation's production or distribution proper research and legal advise can minimize this risk.	Low

Overall, it's important to identify, evaluate and plan for potential risks as early as possible in the development process, and continuously monitor the progress to mitigate them. This will ensure the success of the animation and minimize any negative impact.

Project Issues		
Issue	Details	Impact
Inadequate funding	Without adequate funding, the animation may not have the resources necessary for quality animation and post-production, and may struggle to meet timelines and budget.	Poor quality animation, delays in delivery and possible cancellation of the project.
Creative differences	Creative differences among the animation team can result in disagreements over the direction, style or tone of the animation, which can lead to delays in production and a decrease in animation quality.	Delays, poor quality animation and may result in team members leaving or being replaced.
Technical problems	Technical problems can arise from equipment failure, software bugs, or other issues that can lead to lost animation progress, delays in production and poor quality animation.	Delays, poor quality animation and loss of animation progress.

Misaligned expectations	Misaligned expectations can occur when stakeholders and animation team have different goals or ideas about the final product, which can lead to delays in production and dissatisfaction with the final product.	Delays, poor quality animation and dissatisfaction with the final product.
Intellectual Property or legal issues	These issues include but not limited to copyright, trademark, patents and contracts that might cause delays or stop the animation's production or distribution.	Delays, production or distribution halt, and possible litigation.

It's important to identify, evaluate and plan for potential issues as early as possible in the development process, and continuously monitor the progress to mitigate them. This will ensure the success of the animation and minimize any negative impact.

3.9 Implications

The implications of creating a scratch animation title "Bawang Merah Bawang Putih" will depend on a variety of factors, including the quality of the animation, the target audience, and the cultural and societal context of Indonesia. However, some possible implications include:

- Positive cultural impact: If the animation is successful and well-received by the target audience, it could have a positive cultural impact by preserving and sharing an important piece of Indonesian folklore and tradition.
- Positive financial impact: If the animation is successful, it could generate revenue through distribution, merchandise, and other means, which would be a positive financial impact for the creators and investors.
- Positive audience impact: If the animation is well-received by the target audience, it could have a positive impact on them by entertaining them and educating them about the folktale and cultural heritage.
- Negative cultural impact: If the animation does not align with cultural and societal norms, or if it contains offensive or insensitive content, it could have a negative cultural impact and be poorly received by the target audience.
- Negative financial impact: If the animation is not successful, it could result in a financial loss for the creators and investors, and may not generate the expected revenue.

- Negative audience impact: If the animation is poorly received by the target audience, it could have a negative impact on them by not providing entertainment or education they expect, and may leave a bad taste.

Overall, the success or failure of the animation, and its implications, will depend on the quality and cultural sensitivity of the animation, as well as the effectiveness of the marketing and distribution strategy.

3.10 Success Criteria

The success criteria for the scratch animation title "Bawang Merah Bawang Putih" will depend on the specific goals and vision of the project, but some possible success criteria include:

- Alignment with cultural and societal norms: The animation should not contain offensive or insensitive content and it should align with the cultural and societal norms of Indonesia.
- Quality of animation: The animation should meet or exceed industry standards and audience expectations in terms of artistic and technical quality.
- Audience engagement: The animation should entertain and educate the target audience, and be well-received by them.
- Revenue generation: The animation should be able to generate revenue through distribution, merchandise, and other means, if the animation is successful.
- Audience retention: The animation should be able to keep a loyal audience base that will look forward to more content from the creators.
- Critical and commercial success: The animation should be able to achieve both critical and commercial success, by attracting positive reviews from critics and by being financially successful.
- Meeting the project's goals: The animation should meet or exceed the project's goals and vision, as defined by the creators.

Overall, the success criteria for the animation should be clear, measurable, and aligned with the project's goals and vision. This could vary by the company or studio, depending on their target audience, distribution channels and overall objectives.

3.11 Authorization

This is the section in which your Project Sponsor will authorize the project if they want it to be initiated. If the project is authorized, then you have done a great job in completing this Project Proposal!

Project Manager

Customer



Name: UNGKU SHIRIN ZAHRA BINTI UNGKU SARIPULAKTHAR

Name:

Position: PROJECT MANAGER Position:

Date: 13 / 1 / 22

Date: ___ / ___ / ___

4 Appendix

4.1 Supporting Documentation

4.1.1 Team Charter

TEAM CHARTER
BAWANG MERAH BAWANG PUTIH #19
(GARLIC)

Presented to
DR. KASTURI KACHYMALAY

Prepared by
UNGKU SHIRIN ZAHRA BT UNGKU SARIPULAKTHAR (B032110008)
TUAN NUR AMIRAH BINTI TUAN MOHD IZANI (B032110036)
MOHAMMAD NOOR AIMAN BIN EZANI (B032110085)
AHMAD NAJMI BIN AHMAD ROJAMUDDIN (B032110040)

October 20, 2022

1

Team Charter

Team Name:

Garlic #19

Team Members:

1) Ungku Shirin Zahra bt Ungku Saripulakthar	0196334218
2) Tuan Nur Amirah Binti Tuan Mohd Izani	01110630234
3) Mohammad Noor Aiman Bin Ezani	0182860270
4) Ahmad Najmi Bin Ahmad Rojamuddin	0195638729

Agreed Upon Meeting Times:

We have agreed to meet as a team on the following days		
Monday	9:00 - 11:00 a.m.	BK 9 & BK 10 (FTMK)
Friday	10:00 - 12:00 p.m.	Bengkel BITD
Saturday	3:00 - 5:00 p.m.	Webex

Since we are only four team members, we feel confident that we will be able to keep these times. We decided to meet in BK 9 & 10 (FTMK) Bengkel BITD because we both frequent the building regularly and this meeting place was convenient and fit both our schedules. However, we will also use the Whatsapp and Telegram chat feature to communicate. We have also agreed to use the discussion board on E-mail to exchange files. Additionally, we will use Webex to communicate with one another.

List of Team Rules and Expectations:

1. We expect all team members to show up for all assigned meetings on time.
2. We expect all the team members can finish their task on time.
3. We will need to work together in a team.
4. We will deliver the product exactly based on client's expectation.

Roles

1) Ungku Shirin Zahra bt Ungku Saripulakthar	Project Manager
2) Tuan Nur Amirah Binti Tuan Mohd Izani	Designer
3) Mohammad Noor Aiman Bin Ezani	Programmer
4) Ahmad Najmi Bin Ahmad Rojamuddin	Programmer

Code of Ethics

As a responsible and educated individual, I understand that it is my duty to always behave in an ethical and courteous manner. I will constantly strive to set an example of the highest caliber for those that work with me.

I will use and incorporate the principles of honesty, respect, integrity, and professionalism in my academic and professional career.

HONESTY

- a) I will employ a practice of fairness and forthrightness in all my dealings
- b) I will uphold and maintain the College's policies on cheating and plagiarism and make this practice a part of my life

RESPECT

- a) I will strive to promote teamwork, sensitivity towards others, and a sense of tolerance for all individuals and their opinions no matter how different from mine
- b) I will respect my work and that of others and constantly strive to improve

INTEGRITY

- a) Under no circumstances will I compromise my reputation and the reputation of my university by involving myself in unethical practices
- b) I will strive to be competent and effective in all my dealings despite distractions and changing circumstances

PROFESSIONALISM

- a) I will abide by and maintain the same high standards to which I hold others
- b) I will avoid stereotyping by race, religion, age, etc when dealing with others both in the classroom and beyond

Signatures:



UNGKU SHIRIN ZAHRA



AHMAD NAJMI



MOHAMMAD NOOR AIMAN



TUAN NUR AMIRAH

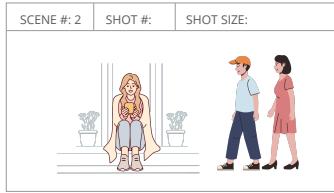
4.1.2 Storyboard and Storyline

PROJECT

BAWANG MERAH BAWANG PUTIH



The story starts with two married couple, Ali and Labu, who has been married happily for a year.



One day, while Labu was waiting at the stairs of the house for Ali to come back home, some neighbors visited her.



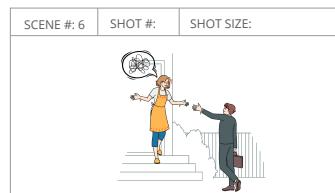
The neighbors asked Labu when she will have kids since it has been a year since she got married with Ali.



Those questions hurt Labu's feelings, but little did Labu know, the neighbors do not have bad intention.



Labu sat at the stairs thinking deeply about the neighbors' questions. She thinks about it for quite some time.



Soon, Ali came back home. He saw how sad Labu's face. Then, he asked Labu what happened when he was gone.



Ali and Labu then went inside the house. Labu then told Ali about the incident. Ali then comforted Labu about it.



The married couple then continue their life as usual. Until one day, Ali met Kundur and fall in love with her.



After 5 months of know Kundur, Ali got married to her. Then, Kundur got pregnant.



But at the same time, it was miracle that Labu got pregnant too. Ali was so happy with the news.



Then, two princesses were born who were later named Merah and Putih.



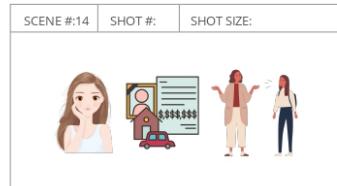
Unfortunately, Ali and Labu later died due to a chronic disease and Putih were raised by her stepmother, Kundur.

PROJECT

BAWANG MERAH BAWANG PUTIH



Mak Kundur was angry and unhappy as she had to raise Putih.



It is because Putih was given a bungalow house according to her father's will but Kundur and Merah was given a car.



Mak Kundur bullied Putih for years by making her work in the house like a maid.



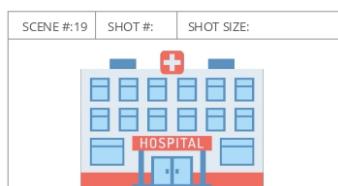
On one fine day, Putih decided to go out for a walk. She felt so relieved to be able to go away from home.



Few hours passed by, Putih suddenly got a call from the hospital.



Putih was so shocked as she was informed that Merah and Mak Kundur was involved in an accident.



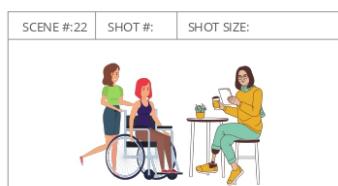
Putih hurriedly went to the hospital upon receiving the news. She was so worried of them.



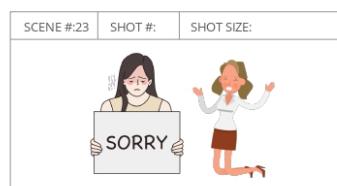
As she has arrived, the doctor just finished attending Mak Kundur and Merah.



The doctor informed that both of them were not in a bad condition and they have stabilized.



However, Mak Kundur was paralyzed and Merah has lost one of her legs. Putih then took care of them.



Mak Kundur and Merah were very sorry with their past action towards Putih. They regretted it so badly.



The three of them soon got close with each other and they live happily ever after.

4.1.3 Script

Script Bawang Merah Bawang Putih

First Scene:

Ali: Hye, I haven't seen you in a long time, how are you?

Labu: Me too, yes, I'm fine thank you.

Ali: You know what? My feeling towards you never fades since I confess long time ago. I still wait for your answer, will you marry me?

Labu: Awhh!! You wait for me for this long!? Yes, I will marry you.

The story begins with the marriage of two happy couple, Ali and Abu. Ali and Abu has been married for more than a year. However, they still does not have a child. One day, while Labu was waiting for Ali at the stairs in front of their house, some neighbours visited Labu while passing by the road.

Second scene:

Neighbour 1: Labu, when will you get pregnant?

Neighbour 2: Why did you ask like that? That is rude!

Neighbour 1: Oh, sorry Labu...

Labu: Its okay, never mind, many people already ask that same question to me.

Labu feels hurt with the neighbours question about having a child. After the neighbour left, Labu kept thinking about the neighbours question about it for quite some times. However what Labu did not know, the neighbour had zero intention of hurting Labu's feeling when they asked her about having a child. They were just concern about Labu as she is always alone at the house and always seen to be waiting for Ali at the stairs every day.

Third Scene:

Ali: Why you look so sad my sweetheart?

Labu: We already been married for a long time, we still don't have a child...

Ali was too stunned to speak

Ali then decided to talk to Labu about it. They went inside the house and discussed about it. Ali also persuade Labu to not overthinking about the neighbours question. They soon then continue their life as usual. Until one day..... Ali met a young girl named Kundur.

Fourth Scene:

Ali: Sorry, I didn't see you just now.

Kundur: Its okay, what is your name sir?

Ali: My name is Ali. Nice to meet you. What is yours?

Kundur: My name is Kundur. Nice to meet you too.

After 5 months of getting to know each other, Ali and Kundur get married. Soon, Kundur announced that she is pregnant with their first child. But to the surprise, Labu also announced that she is pregnant. Ali was so happy about the news.

Fifth Scene:

Kundur: Ali, I'm pregnant honey.

Ali: Oh my god!! Really?? Yes, I will be a dad.

Labu: Ali, I'm pregnant too..

Ali: Wow what a miracle. I'm going to have two kids at the same time. Thank God for all this.

After 9 months, two princess were then born. Ali was super excited meeting his two daughters especially after being married with Labu for a year but still did not have a child.

Sixth Scene:

Ali: I think I want to name our child with a colour name.

Labu: Okay, then my daughter's name will be Putih.

Kundur: Then mine will be Merah.

Ali: That's wonderful name. Thank you, both my wife.

Unfortunately, the happiness in the family is just temporary. Not long after the birth of the two princesses, Ali and Labu died due to chronic disease. Kundur had to raise the two daughters alone.

Seventh Scene:

Kundur: Why did I need to raise this child!!?? She got all the inheritance. All of that should be mine.

Kundur was already feeling angry and stressed as she has to raise two daughters alone. On top of that, she got very furious upon knowing that Putih had inherited the house that they are currently living in

and she and Merah only got the car. Due to that, all of Putih's life, she has been treated like a maid or a slave in the house.

Eighth Scene:

Kundur: Putih!!! Have you done the laundry yet???

Putih: Sorry Mom, I haven't done it yet because I was doing my homework just now.

Merah: She lie, I didn't see she do it Mom.

Putih: No Mom, I swear I do my homework just now!!

Kundur: You lie to me Putih!!?? How dare you!! -**Kundur slap Putih-**

Kundur: Now, go do the laundry and after that go do wash the dishes in the sink. Understand!!??

Putih: -**While crying**- Understood Mom.

One fine day, Putih decided to go out for a walk. She felt so relieved as she was able to be away from all those house work. Few hours passed by, suddenly Putih received a call from an unknown number.

Ninth Scene:

Hospital: Hello, is this family of Kundur and Merah??

Putih: Yes, I am. Who is this and why did you call me?

Hospital: I want to inform you that both of them actually got an accident. Currently they are at the hospital.

Putih: Okay I will come straight away right now.

Putih came rushing to the hospital as she was very worried about her family. Even though Kundur and Merah were her step-mother and step-sister, she never thinks about them like that. She always think that they were like her very own mother and sister. As she arrived at the hospital, the doctor was just finished attending Kundur and Merah.

Tenth Scene:

Putih: How is the condition of my mother and my sister? Are they okay doctor?

Doctor: Thanks to God they all still alive but I'm sorry to tell you that your mom will be paralyzed from now on and your sister will lose one of her legs.

Putih: Okay doc, thank you so much safe them for me.

Putih spends most of her time taking care of Kundur and Merah as Kundur was paralyzed and Merah lost one of her leg. Putih take extra care in attending their needs. This has made Kundur and Merah regretted everything they did towards Putih in the past.

Putih: Mom, Merah, come eat. I already cook meal for you guys.

Merah: Thank you Putih for taking care of us until now.

Kundur: Yeah, thank you so much Putih, after all that we have done to you, you still treat us very well. We both really sorry for everything that we've done to you Putih. We both should not do like that because you are one of our family too. Without family, we don't have anyone else.

Merah: Can we forgive us Putih, and can we be a better family from now on?

Putih: I already forgive you guys long time ago. I'm really grateful that we all can be happy family again. Mama and Dad will be very happy if they see us be good right now.

The three of them soon got close to each other and they live happily ever after.