Project Analysis (Initial Brainstorming without AI)

Project Name: Konter a Matt
Description: Multiplayer, web-based adaptation of the Luxembourgish card game "Konter a Matt"

1. Problem Definition
- to play Konter a Matt currently. You need to meetup as 4 people in reallife, have a card game handy and keep track of the points by yourself. A digital version solves all these problems. You can match with anyone around the world at any time and you don't need a card game. You can be sure that everyone (by accident or deliberately) plays no illegal moves.
- being able to play from everywhere all the time against the entire world

2. Target Audience
- Everyone who loves card games and casual video games, chess or similar. Able to play a quick round in the free time. No big time commitment needed. Its not as luck based as most other card games and ones skill gets rewarded. That makes it also perfect for someone who want to climb the skill latter.

3. Unique Selling Proposition (USP)
- first digital adaptation of this game
- due to its use of a mysql database scaling is easy and possible
- can be played on nearly any modern device because it being a web site

4. Competitor Analysis
- no current competitors exist. The web platform and mysql base make it hard to improve upon.

5. Core Features
- play Konter a Matt against everyone any time around the world on nearly any device
- add friends to join lobbies together
- rank up
- play against Bots
- have a profile that tracks stats like wins losses and other information
- play with or without account (account offers advanced features)

6. Monetization Strategy
- giving user the possibility to support the developer by donating
- giving users the ability to buy different skins for their cards/avatar via microtransactions.
- Adfree model, full features out of the box to maintain strong userbase

7. Technical Feasibility
- This project is mainly built on java and utilizes a mysql database to get information about the current state of the game. The webpages are getting loaded with javascript and html based on the database for quick updates. Use of Maven and Apache Tomcat.

8. User Experience (UX) Design
- minimal basic design to make everything look just right and clean. Design is a logical consequence of the optimal usability for the user.

9. Data Privacy and Security
- possible to play without account anonymously
- Password will only be stored encrypted. Use of https tls etc

10. Scalability
- view point 7. This setup makes it very scalable, ressource efficient and very quick.

11. Market Validation
- I heard from a lot of people in luxembourg that play the game that a digital adaptation of the card game exists. If done well it will become popular at least in such a small country as Luxembourg is. The skill based nature of the game could even push it further to other countries.

12. Development Timeline
- The project will have several phases:
- designing the database scheme optimized for the game logic

- developing the game logic
- developing a basic layout for the game
- being able to play alone (against bots)
- adding multiplayer functionality by adding lobbies and matchmaking and sending friend requests to queue up together
- adding a profile page and making it possible to track user specific statistics based on their performance

13. Risks and Challenges

- The use of a database makes it steep learning curve (more advanced than a simple java application)
- Low user adoption at the beginning making it impossible to play multiplayer games.

14. Future Expansion

- Adding a elo system to makes players play against similar strength
- adding a leaderboard
- adding skins for cards
- adding ingame chat
- playing with different time controls
- adding articles