This document represents the finalized, actionable Product Requirements Document (PRD) for **Sakuga Legends**. It integrates the original vision with necessary risk mitigation, technical specificity, and improved user experience strategies.

# Product Requirements Document: Sakuga Legends

**Version:** 3.0 (Final)

**Status:** Approved for Development

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## 1. Executive Summary

**Sakuga Legends** is a web platform dedicated to celebrating and cataloging the most talented key animators in the anime industry. Unlike general anime databases, this platform focuses specifically on the *animator* as the primary entity, serving as an authoritative resource for discovering style, lineage, and technique. The platform combines a high-fidelity video archive with "art gallery" aesthetics to treat animators with the prestige they deserve.

### Problem Statement

Currently, information about key animators is fragmented across social media, image boards, and scattered wikis. Fans struggle to track career progressions or understand distinct styles, and there is no centralized, well-designed resource that treats animators as artists.

## 2. Target Audience & Personas

| **Audience Segment** | **Needs & Goals** | **Critical User Journey** |
| --- | --- | --- |
| **Animation Enthusiasts** | Discover new animators and appreciate the craft. | "I want to know who animated this specific explosion scene." |
| **Industry Professionals** | Research talent, find references, and network. | "I need a reference for 'liquid' character acting." |
| **Students** | Study techniques and frame-by-frame timing. | "I need to analyze the spacing in this run cycle." |
| **Content Creators** | Research for essays/videos; accurate attribution. | "I need to verify if Yutaka Nakamura actually animated this cut." |

## 3. Risk Analysis & Mitigation (Critical)

| **Risk Category** | **Description** | **Mitigation Strategy** |
| --- | --- | --- |
| **Copyright Liability** | Hosting copyrighted video clips invites DMCA takedowns. | **1. Strict Duration Limits:** Clips capped at 45s.  **2. Educational Context:** Mandatory "Technique Description" field for uploads to argue Fair Use.  **3. Compliance Tooling:** Automated DMCA takedown request form. |
| **Bandwidth Costs** | High-quality video delivery is expensive at scale. | **1. Tiered Quality:** 1080p for logged-in users only; 720p for guests.  **2. Caching:** Aggressive edge caching via Cloudflare. |
| **Data Integrity** | Misattribution of animation cuts (common in the community). | **1. Verification System:** Clips marked "Verified" (via credits/books) vs. "Speculative."  **2. Reputation:** Only high-trust users can overwrite metadata. |

## 4. Core Functional Features

### 4.1. The Animator Profile

The profile is the core entry point. It features:

* **Biography & Timeline:** Career trajectory and visual timeline of works.
* **Influence Mapping:** A visual graph showing "Mentors" and "Students" to trace stylistic lineage.
* **Signature Works:** A curated "Reel" of the animator's most defining sequences.

### 4.2. Sakuga Clip Database

A searchable archive of animation sequences.

* **Player Controls:** Frame-by-frame stepping (essential for students), playback speed (0.25x - 2x), and loop region.
* **Metadata:** Attribution (Key Animator), Correction (Animation Director), and Technique Tags (e.g., "Smear," "Impact Frames").
* **Quality:** Adaptive bitrate streaming with high-quality playback.

### 4.3. Discovery & Exploration

* **Style Similarity:** Algorithmic recommendations (e.g., "If you like X, try Y").
* **Studio Family Trees:** Visualizing how studios spawned offshoots (e.g., Gainax $\rightarrow$ Trigger $\rightarrow$ Khara).
* **Rankings:** Editorial and community lists like "Top 100 Sakuga Animators" or "Rising Stars".

### 4.4. Educational Resources

* **Technique Glossary:** Definitions of terms like "Itano Circus" or "Obari Pose".
* **Breakdowns:** Frame-by-frame analysis articles.

## 5. Visual Design & UX

The design philosophy is "Cinematic" and "Gallery-Like".

* **Color Palette:** Deep indigo/violet base (Dark Mode default) to reduce eye strain and make video colors pop.
* **Typography:** Expressive display fonts (*Playfair Display*) for headers; clean sans-serif (*DM Sans*) for data.
* **Layout:** Magazine-style, full-bleed imagery, asymmetric grids, and generous whitespace.
* **Motion:** Subtle parallax and smooth page transitions.

## 6. Technical Architecture

### 6.1. Tech Stack

| **Layer** | **Technology** |
| --- | --- |
| **Frontend** | Next.js 14+ (App Router), TypeScript, Tailwind CSS, Framer Motion. |
| **Backend** | Next.js API Routes, PostgreSQL with Prisma ORM. |
| **Media** | Cloudflare R2 (Storage), Cloudflare Stream (Delivery). |
| **Search** | Meilisearch (Typo-tolerant, fast). |
| **Auth** | NextAuth.js (Social Providers). |

### 6.2. Data Schema (Prisma Specification)

This schema handles the complex "Many-to-Many" relationship between Animators and Clips.

Code snippet

// Core Entity: The Artist  
model Animator {  
 id String @id @default(cuid())  
 name String // e.g. "Yutaka Nakamura"  
 nativeName String? // e.g. "中村 豊"  
 bio String? @db.Text  
 attributions Attribution[]  
 mentors Relation[] @relation("MentorStudent")  
}  
  
// Core Entity: The Animation Sequence  
model Clip {  
 id String @id @default(cuid())  
 title String  
 videoUrl String // Cloudflare Stream ID  
 animeSource String  
 tags Tag[]  
 attributions Attribution[]  
}  
  
// Join Table: Handles Roles & Verification  
model Attribution {  
 animatorId String  
 clipId String  
 role Role @default(KEY\_ANIMATION)  
 isVerified Boolean @default(false)  
 source String? // URL to credit confirmation  
   
 animator Animator @relation(fields: [animatorId], references: [id])  
 clip Clip @relation(fields: [clipId], references: [id])  
  
 @@id([animatorId, clipId])  
}

### 6.3. Performance Targets

* **Core Web Vitals:** LCP < 2.5s, CLS < 0.1.
* **Video:** Lazy loading players; preload only on hover.

## 7. Development Roadmap

### Phase 1: Foundation (Months 1-3)

* **Focus:** Architecture & Content Seeding.
* **Tasks:** Setup Next.js/Postgres. Build Animator Profile system. Implement Cloudflare Stream player. Seed 100+ top animators and 5,000 clips.

### Phase 2: Discovery (Months 4-6)

* **Focus:** Search & Navigation.
* **Tasks:** Implement Meilisearch. Build Ranking system and "Rising Stars" algorithm. Develop Career Timeline visualization.

### Phase 3: Community (Months 7-9)

* **Focus:** User Contributions.
* **Tasks:** Build User Upload Queue (Mod tools). Implement Favorites/Collections. Add Commenting system.

### Phase 4: Education (Months 10-12)

* **Focus:** Context & Learning.
* **Tasks:** Technique Glossary. Educational Learning Paths. Public API for researchers.

## 8. Success Metrics

| **Metric** | **6-Month Target** | **1-Year Target** |
| --- | --- | --- |
| **Monthly Active Users** | 10,000 | 50,000 |
| **Clip Database Size** | 5,000 clips | 20,000 clips |
| **Avg. Session Duration** | 4+ minutes | 6+ minutes |
| **Contributor Count** | 100 | 500 |
| **DMCA Response Time** | < 24 Hours | < 12 Hours |