

Product Brainstorm Document: Konibui TCG Platform

Online Store Name

Konibui, derived from combining the Japanese word Konbini meaning convenience store, and Ibui for the Pokémon Eevee)

Product or Service Description

Konibui is an online Pokémon hobby store focused on buying and selling Pokémon-related items, with a focus on trading cards and collectibles. In particular:

- TCG Supplies (Sleeves, deck boxes, and playmats)
- Single Cards
- Booster Packs
- Booster Boxes

Target Customers

- Kids
- Teens
- Adult fans Collectors
- TCG players
- Gift buyers
- Resellers
- Content creators

Key Features

- User account registration and login
- Employee panel for managing products, orders, and inventory
- Admin panel for user management, catalog management, sales analytics and report generation
- Browse and search products (cards, booster packs, supplies, plushies)
- Product category search and filtering by rarity, price, or type
- Shopping cart and secure checkout
- Order tracking and purchase history
- Stock updates after purchase
- Payment and transaction logging
- Multi-currency support
- Mobile-friendly design

1. Project Overview

- **1.1 Purpose:** This document outlines the technical requirements, architecture, and feature set for "Konibui," a web-based e-commerce application. The primary goal is to fulfill the requirements of the ITDBADM by creating a robust, database-driven platform.
- **1.2 Product Vision:** Konibui will be a specialized online store for the Pokémon TCG community, focusing on products from the official Pokémon TCG mobile game. It will serve as a reliable platform for users to buy **Single Cards, Booster Packs, Booster Boxes**, and essential **TCG Supplies**. The application will be a local-first, server-rendered application, ensuring users have full control over their data while providing a fast, modern user experience.
- **1.3 Target Audience:**
 - **Primary:** TCG Players and Collectors (Teens and Adults) looking for specific single cards or sealed products.
 - **Secondary:** Gift Buyers, Parents, and Resellers.
 - **Tertiary:** Content Creators who may use the platform to source products.

2. Theme, Branding, and User Experience (UX/UI)

- **2.1 Core Concept: The "Konibui" Reimagined as a Modern Konbini**
The central theme of Konibui is to create the feeling of walking into a bright, clean, and friendly Japanese convenience store (konbini) that exclusively sells Pokémon merchandise. The user experience should blend the efficiency and organization of a 7-Eleven with the nostalgic charm and playful aesthetic of a Poké Mart from the Pokémon games. The design should be minimalist and product-focused, but punctuated with delightful, Pokémon-themed details.
- **2.2 Visual Design & Color Palette**
 - **Layout:** The overall layout will be bright, clean, and uncluttered, with a predominantly white or very light-gray background to emulate the well-lit interior of a konbini. This ensures the colors of the card art and products are the main focus.
 - **Color Palette:**
 - **Primary:** White/Light Gray (for backgrounds).
 - **Accent Colors:** Use the iconic Pokémon Red, Black, White, and Grey as primary action colors for buttons, links, banners, and highlights. This provides a clear visual connection to the brand without overwhelming the design.
 - **Secondary Accents:** Incorporate the 7-Eleven/Konbini colors (green, orange) for secondary elements like sale tags, info boxes, or navigational cues.
 - **Typography:**
 - **Headings:** A rounded, friendly sans-serif font that feels modern yet playful (e.g., "Nunito" or a similar Google Font). For special "Epic" or

"Category" titles, a subtle, stylized 8-bit or game-inspired font could be used sparingly.

- **Body Text:** A highly readable, clean sans-serif font (e.g., "Inter") for product descriptions and all other text to ensure clarity and accessibility.

- **2.3 User Interface (UI) and Interactive Elements**

- **Navigation:** The main navigation should be simple and clear, mimicking the organized aisles of a store. The main categories will be "Single Cards," "Booster Packs," "Booster Boxes," and "TCG Supplies."
- **Product Cards:** Each item will be displayed on a clean "card" with a soft drop shadow. The card will prominently feature:
 - The product image.
 - The product name and set name (with set icon).
 - The custom Rarity Icon and name for Single Cards.
 - The price in the user's selected currency.
 - A clear "In Stock" / "Out of Stock" status.
- **Buttons:** Action buttons ("Add to Cart," "Checkout") should be bold, with a satisfying hover and click effect. The "Add to Cart" button could briefly change to "Caught!" upon click.
- **Modals and Pop-ups:** Confirmation windows (e.g., "Item added to cart") should mimic the classic Pokémon game text box style—a dark blue box with a white border and typewriter-style text appearance.
- **Sound Design (Optional/Toggleable):** To enhance the immersive experience, subtle sound effects can be used:
 - **Add to Cart:** A soft "Poké Ball catch" sound.
 - **Checkout Success:** The "Item Get" jingle from the games.
 - **Hovering over interactive elements:** A gentle UI "tick" sound.

- **2.4 Iconography and Branding**

- **Rarity Icons:** The custom Diamond, Star, Shiny, and Crown icons you provided will be a central part of the UI for single cards, displayed prominently on product pages and in filter menus.
- **Shopping Cart Icon:** Instead of a generic cart, the icon will be a stylized "Trainer's Bag" or a Poké Ball. When items are in the cart, the icon can have a small number badge.
- **Loading Indicators:** Instead of a generic spinner, loading animations will feature a spinning Poké Ball or a pixelated Pikachu running in place.
- **"Konibui" Logo:** The store's logo should visually blend the convenience store aesthetic with a Pokémon element. For example, the "i" in Konibui could be subtly replaced with the silhouette of Eevee's tail.