



KASINTU

Web Collection Game

Project Plan

Semester 3 - Individual Project

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1. Version

Version	Date	Description
0.1	25-02-2022	Make project plan document, user requirements specification, and test plan. Setup GitHub for the project and initialize code.
0.2	25-03-2022	Make UML Diagram, design document version 1, and applied research document. Prototype application.
0.3	14-04-2022	Design document version 2. Improved applied research document. Prototype application version 2.
0.4	13-05-2022	Design document version 3. Application first release.
0.5	3-06-2022	Final design document. Application second release.
1.0	17-06-2022	Final application release. Web performance review document.

2. Introduction

In this project, I, Airell Rasendriya Bachtiar, will make a website game called Kasintu. I will work on this project for an entire semester or 18 weeks.

2.1. Definitions, Acronyms, and Abbreviations

- Gacha: A method inspired by toy vending machine where you can get a toy randomly from what the vending machine provide. Instead of toy vending machine, here it is turned into an application game where you can get an item, in this project we called a creature, randomly with a set number of chances.
- Summon or Pull: The action performed when you are getting a creature from the gacha.
- Banner: The place where you summon or pull creature. Banner contains a list of creatures in which the player can obtained and a chance or percentage of how many chances you can obtain a specific creature.

3. Product Description

This game is called Kasintu which means bird. Kasintu is a collection-based game where player can collect as much as they want. What they will collect is a different type of birds that is real and fictional thus the meaning of Kasintu is bird, a game where you collect birds. From now on these birds will be called creature.

The main feature of this game is called a gacha system. Gacha system is where player can get a chance to receive a virtual item using in game currency. This is where player mainly get a new creature that will be release or has been released by the developer. They called this action of obtaining new creature as a summoning or pulling. In this case we will call this action as summon or summoning. As the where they summoning these creatures is called a banner. A banner contains a certain amount or all the creature available that can be obtained by the player who summoned on that banner.

For a future feature, Kasintu will also include a marketplace and breeding system. Marketplace is where player can but, sell or trade creatures from the other player. Breeding system is where player can breed their own creature to make new creature which may become rarer that the previous creature.

4. Planning

This project will last for 17 weeks, and it will be divided into 6 sprints. Every 3 weeks there will be a sprint done where we review what we did on those 3 weeks. If the main feature, which is the gacha system, is done before week 17 timeframe, additional features such as marketplace and breeding system will be implemented. We will be using the agile approach in this project. A meeting will be conducted at least once per sprint.

The first sprint will be mainly for making project plan and test plan. Also, in this sprint, GitHub is set up and a basic application is made. The basic application includes a user object and a couple tests. This basic setup is for setting up continuous integration on GitHub.

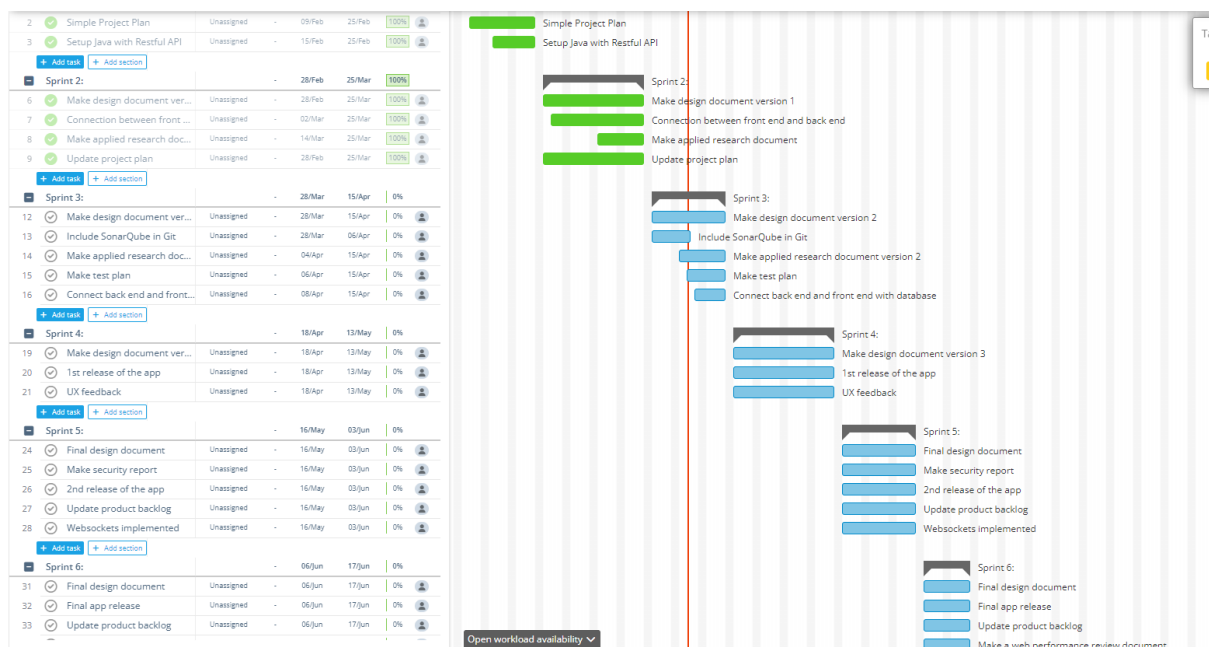
On the second sprint, UML diagram, design document, and applied research document should be created. A prototype of the application should be finish. The prototype should include a connection between user interface, the website, and the back end where the data is stored. Previous documents can be changed based on feedback.

On the third sprint, design document and test plan should be improved. On GitHub, SonarQube is implemented for quality assurance. Make a research document. Prototype should be improved as well.

On the fourth sprint, design document should be improved. Make the first release version of the application though it will not be finish. It will demonstrate authentication and authorization. There will be a UX feedback report and based on that, user interface should be improved.

On the fifth sprint, design document should be finish and product backlogs, sprint backlogs, and burn-down charts should be updated. Application should be ready for the second release. Make a security report and implement web sockets in the project.

On the last sprint, all documents should be up to date and final. Make a web performance review document. Application should be ready for the final release.



5. Product Backlog

This section will be sorted based on what you can do after signing up.

Priority and story point will be the range of 1-100.

Main Features:

1. Game Access

No.	User Story	Priority	Story Point	Progress
1.	As a player I need to sign-up so that I can play the game. Acceptance Criteria: <ul style="list-style-type: none">• I can insert my email, username, and password• I can switch between sign in page and sign-up page• I can't leave any input blank for me to sign-up	60	45	DONE
2.	As a player I need to sign-in so that I can play the game. Acceptance Criteria: <ul style="list-style-type: none">• I can insert my username and password• I can switch between sign in page and sign-up page• I can login if the username and password is correct and already signed-up	60	43	DONE

2. Profile Management

No.	User Story	Priority	Story Point	Progress
1.	As a player I can edit my profile so that other player can see my profile. Acceptance Criteria: <ul style="list-style-type: none">• I can change my profile description• I can save changes that have been made	40	50	DONE
2.	As a player I can change my password so that it can be more secured. Acceptance Criteria: <ul style="list-style-type: none">• I can insert old password to change to a new password• I can insert new password and repeat the new password input	30	30	DONE

	<ul style="list-style-type: none"> I can't leave any input blank to change to a new password 			
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3. Gacha System

No.	User Story	Priority	Story Point	Progress
1.	<p>As a player I can ¹<i>summon</i> new creature so that I can obtain more creature.</p> <p>Acceptance Criteria</p> <ul style="list-style-type: none"> I can ¹<i>summon</i> once or 10 times to make summoning faster I can't ¹<i>summon</i> if there is no ²<i>banner</i> available I have to pay a certain number of coins to be able to ¹<i>summon</i> 	90	90	DONE
2.	<p>As an admin I can add new creature so that player can add it to their collection.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> I can add a new creature that was not previously available in the system I can insert name, rarity, and description of the new creature 	62	60	DONE
3.	<p>As an admin I can edit creature info so that it can be a more suited information in the future.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> I can edit creature's name description or rarity if an old information needed to be change 	55	53	DONE
4.	<p>As an admin I can delete a creature so that it will be deleted from the system.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> I can delete an existing creature 	34	50	DONE
5.	<p>As an admin I can view all creatures available so that I can get an overview on all the creatures.</p>	60	54	DONE

	Acceptance Criteria: <ul style="list-style-type: none"> I can see all the creatures available in the system 			
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¹*summon*: summon is an action of getting new creature.

²*banner*: banner is a place where you can summon new creature, usually there are few creatures but not all that are available for you to obtain in each timeframe before the banner itself expired.

4. Inventory Management

No.	User Story	Priority	Story Point	Progress
1.	As a player I can view my collection of creatures in an inventory so that I can see what I have obtained. Acceptance Criteria: <ul style="list-style-type: none"> I can see all my creatures that I have been collecting 	85	90	DONE
2.	As a player I can view individual creature details so that I can see what their description is. Acceptance Criteria: <ul style="list-style-type: none"> I can see creature's description I can choose to delete the creature 	76	60	DONE
3.	As a player I can delete creatures from my inventory so that I can delete unwanted creature. Acceptance Criteria: <ul style="list-style-type: none"> I can delete creature that I own in my inventory I can choose to confirm deletion so that it can prevent me to delete wrong creature 	57	40	DONE
4.	As a player I can search creature in my inventory so that I can see a more organize inventory Acceptance Criteria: <ul style="list-style-type: none"> I can search a name of a creature 	65	70	NOT FINISHED
5.	As a player I can filter creature in my inventory so that I can see a more organize inventory	65	72	NOT FINISHED

	Acceptance Criteria: <ul style="list-style-type: none"> I can filter rarity of a creature 			
6.	As a player I can sort creature in my inventory so that I can see a more organize inventory Acceptance Criteria: <ul style="list-style-type: none"> I can sort creature alphabetically, descending, and ascending rarity and received order 	65	71	NOT FINISHED

5. Coin Shop

No.	User Story	Priority	Story Point	Progress
1.	As a player I can buy more coin so that I can summon more creatures. Acceptance Criteria: <ul style="list-style-type: none"> I can choose which amount of coin I want to buy I can confirm buying a coin from the shop 	57	43	DONE

6. View Player

No.	User Story	Priority	Story Point	Progress
1.	As a player I can search other player so that I can view their collection and profile info. Acceptance Criteria: <ul style="list-style-type: none"> I can search player ID to view their profile If I insert wrong player ID, no result is shown 	68	65	NOT FINISHED

Additional Features:

1. Marketplace

No.	User Story	Priority	Story Point	Progress
1.	As a player I can buy creature from the marketplace so that I can obtain more creatures.	45	60	NOT FINISHED

	Acceptance Criteria: <ul style="list-style-type: none"> I can buy any creature in the marketplace if I have enough currency I can't buy the creature if another player had bought it earlier than me 			
2.	As a player I can sell my creatures to the marketplace so that I can get more currency. Acceptance Criteria: <ul style="list-style-type: none"> I can sell my creature with as much of currency as I want 	45	60	NOT FINISHED
3.	As a player I can trade creature with another player so that I can get a creature that the other player has in exchange from my creature. Acceptance Criteria: <ul style="list-style-type: none"> I could trade my creature with another player's creature if they accepted the offer or accepted our deal I can trade creatures using currency 	34	77	NOT FINISHED
4.	As an admin I can cancel a selling creature so that I can have more control on the marketplace. Acceptance Criteria <ul style="list-style-type: none"> I can cancel a buy offer in the marketplace 	32	55	NOT FINISHED

2. Breeding System

No.	User Story	Priority	Story Point	Progress
1.	As a player I can breed 2 creatures so that I can get a brand-new creature from the combination of the 2. Acceptance Criteria: <ul style="list-style-type: none"> I can breed 2 creatures that I own, and the result will be the combination of the 2 	23	90	NOT FINISHED

	<ul style="list-style-type: none"> • I can't breed creatures if that creature has a cooldown from the previous breeding • I can get a new creature from breeding 2 unique creatures 			
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3. Friend System

No.	User Story	Priority	Story Point	Progress
1.	<p>As a player I can add other player as my friend so that I can have easy access of viewing their profile and collection.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> • I can send a friend request to a designated player based on their ID • I could add a friend if they accepted my friend request 	40	78	NOT FINISHED
2.	<p>As a player I can accept or decline friend request so that I can add them to my friend list.</p> <p>Acceptance Criteria:</p> <ul style="list-style-type: none"> • I can accept a friend request from another player • I can decline friend request from another player 	40	80	NOT FINISHED

6. Risk Management

Risk	Prevention Action	Mitigation Action	Probability
Don't have enough knowledge to implement a work.	Learn the materials prior to implementing the code.	Ask teachers or friends for help, find the solution on the internet.	70%
Project is behind schedule.	Work on the project before the deadline or earlier.	Work on the project on the weekend and free time just before the deadline or work on it in the next sprint.	30%