



KASINTU

Web Collection Game

Web Performance Report

Semester 3 - Individual Project

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1. Version

Version	Date	Description
0.1	14-06-2022	Web Performance Report Document
1.0	16-06-2022	Version 1.0 of web performance report document

2. Introduction

2.1. Purpose

The purpose of this document is to show the performance of this web application.

2.2. 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. System Overview

3.1. 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.

3.2. Main User Activities

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.

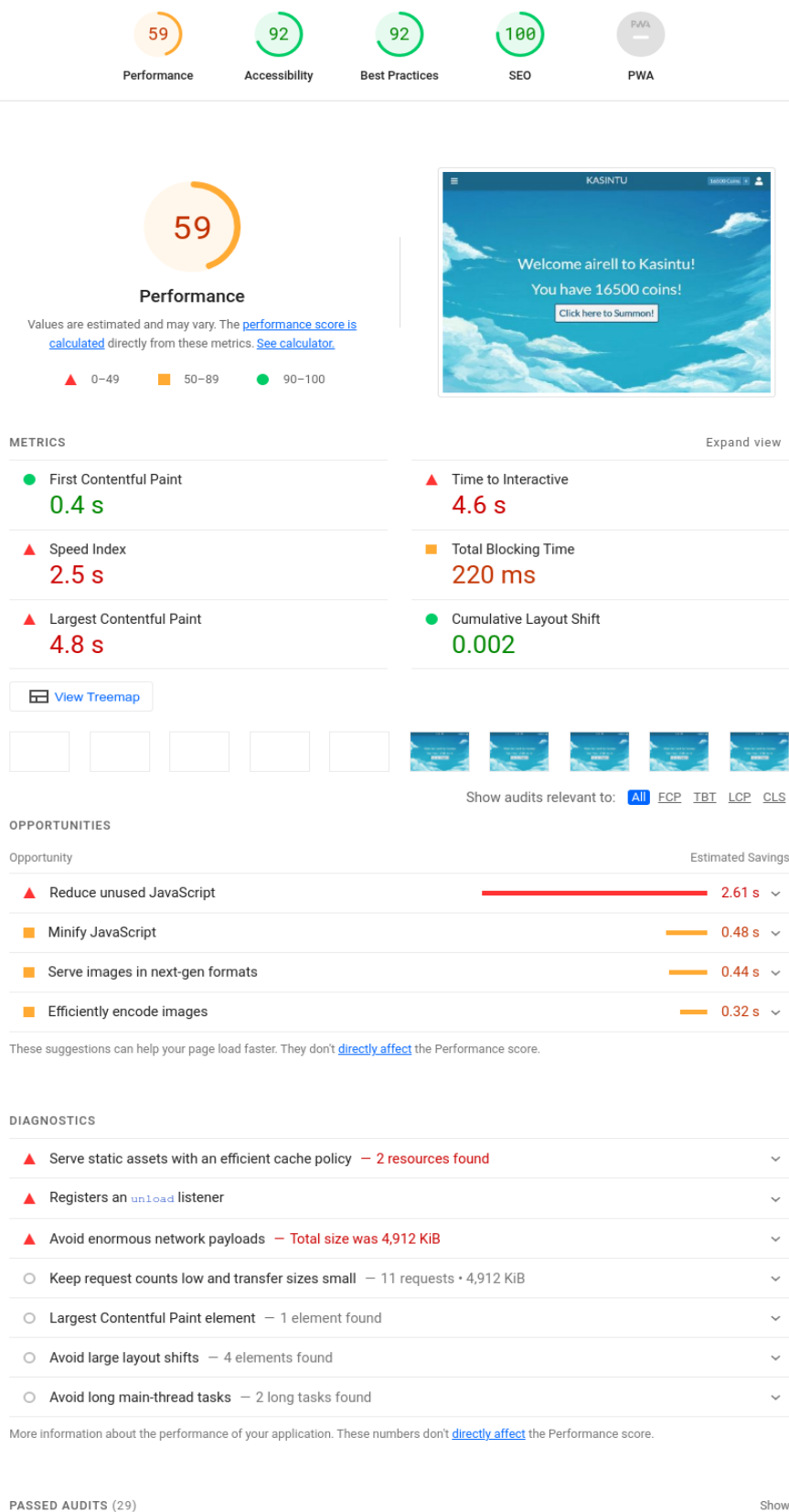
For a future feature, Kasintu will also include a marketplace and breeding system. Marketplace is where player can but, sell or trade creatures from the other player. Breeding system is where player can breed their own creature to make new creature which may become rarer that the previous creature.

3.3. Project Goal

The goal of this project is to have a game that will entertain user by collecting creatures and to collect everything the game provides. For better user experience, this game will have to has a fast user interface to make user does not need to wait long in between action or input and a secure application so that data from user cannot be tracked or stolen by a third party.

4. Web Performance

Web performance report is done by using Google Lighthouse. Here's the result:





Accessibility

These checks highlight opportunities to [improve the accessibility of your web app](#). Only a subset of accessibility issues can be automatically detected so manual testing is also encouraged.

CONTRAST

- ▲ Background and foreground colors do not have a sufficient contrast ratio. ▼

These are opportunities to improve the legibility of your content.

NAMES AND LABELS

- ▲ Links do not have a discernible name ▼

These are opportunities to improve the semantics of the controls in your application. This may enhance the experience for users of assistive technology, like a screen reader.

ADDITIONAL ITEMS TO MANUALLY CHECK (10)

Show

These items address areas which an automated testing tool cannot cover. Learn more in our guide on [conducting an accessibility review](#).

PASSED AUDITS (12)

Show

NOT APPLICABLE (30)

Show



Best Practices

GENERAL

- ▲ Browser errors were logged to the console ▼
- Detected JavaScript libraries ▼

TRUST AND SAFETY

- Ensure CSP is effective against XSS attacks ▼

PASSED AUDITS (12)

Show

NOT APPLICABLE (1)

Show



PWA

These checks validate the aspects of a Progressive Web App. [Learn more](#).

INSTALLABLE

- ▲ Web app manifest or service worker do not meet the installability requirements — 2 reasons

PWA OPTIMIZED

- ▲ Does not register a service worker that controls page and `start_url`
- Configured for a custom splash screen
- Sets a theme color for the address bar.
- Content is sized correctly for the viewport
- Has a `<meta name="viewport">` tag with width or initial-scale
- Provides a valid `apple-touch-icon`
- ▲ Manifest doesn't have a maskable icon

ADDITIONAL ITEMS TO MANUALLY CHECK (3)

Show

These checks are required by the baseline [PWA Checklist](#) but are not automatically checked by Lighthouse. They do not affect your score but it's important that you verify them manually.

📅 Captured at Jun 13, 2022, 1:35 PM UTC
🕒 Initial page load

🖥️ Emulated Desktop with Lighthouse 9.5.0
⚙️ Custom throttling

🔗 Single page load
🔍 Using Chromium 102.0.5005.63 with devtools

Generated by Lighthouse 9.5.0 | [File an issue](#)

5. Improvement

Potential improvement includes designs, more implementations that hasn't been done from the product backlog in project plan, and performance speed. The design of the website can be improved by having more contrast colour, components placement, and better UX design. Design for different screen ratio should be implemented but due to time constraint it's not implemented yet.