KASINTU

Web Collection Game

User Requirements Specifications

Semester 3 – Individual Project

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1. Introduction

1.1. Purpose

The purpose of this document is to build a web application for Semester 3 Individual Assignment at Fontys University of Applied Science.

1.2. Project Scope

The purpose of this project is to make a web game called Kasintu. Kasintu is a collection game and the goal for this game is to collect as many creatures as possible and/or have in game money as much as possible. Creatures will be based on real species of birds and, fictional flying creature such as but not limited to, dragon and phoenix.

Kasintu will apply a gacha system for the main way to get new creature for your collection. You will have a chance of getting a creature each time you pull or summon on the banner (place where you can pull or summon creature).

For future features, Kasintu will also apply a marketplace, where player can buy, sell, or trade creatures with other players and a breeding system, where player can breed 2 creatures to get a brand-new creature.

1.3. 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.

2. Overall Description

2.1. Product Features

The major feature of this web game is the gacha system and creature collection system. Gacha system is a way to collect creature using in game money where player can summon to get a chance to get new or obtained creature. Player can collect as many creatures as possible however, inventory limit will be applied to save storage.

Additional feature will include marketplace and breeding system. Marketplace is a feature where plater can buy, sell, or trade creature with other players. Breeding system is a feature that lets player to breed 2 creatures to obtain new creature.

Other minor features are viewing other players profile and friend feature. Player can request a friend request to other players and player can view others profile regardless of if they are in their friends list.

2.2. User Classes and Characteristics

The application will support 2 types of user privileges, player and admin. Player has access to player features and admin only have access admin access. User who holds admin account and wants to experience the game will have to make a player account.

Player features will include the following:

1. Player should be able to summon creatures on the available banner
2. Player should be able to manage their collection of creatures

3. Player should be able to access marketplace and perform action like buying, selling, and/or trading
4. Player should be able to breed 2 different creatures to get a brand-new creature
5. Player should be able to view other player profile
6. Player should be able to add friends
7. Player should be able to add more coins

Admin features will include the following:

1. Admin should be able to manage banners for player to summon on
2. Admin should be able to manage all creatures
3. Admin should be able to manage marketplace

3. Functional Requirements

Player Functional Requirements

- FR-P-01: Player Sign in and Sign Up
  Player should be able to sign in and access the game afterwards or sign up if they don't have an account yet
- FR-P-02: View Player Profile
  Player should be able to view their profile and other player's profile
- FR-P-03: Manage Player Profile
  Player should be able to edit their own profile credentials
- FR-P-04: Gacha Summon
  Player should be able to summon creatures to get new creatures
- FR-P-05: View Collection
  Player should be able to view their creatures' collection
- FR-P-06: View Creature
  Player should be able to view the information of individual creature
- FR-P-07: Manage Collection
  Player should be able to remove, search, filter, and sort their creatures' collection
- FR-P-08: Manage Friend
  Player should be able to add/request friends and remove friends
- FR-P-09: Coin Shop
  Player should be able to buy more coins

Admin Functional Requirements:

- FR-A-01: Admin Sign in
  Admin should be able to sign in and access admin privileges.
- FR-A-02: Manage Creature
  Admin should be able to create, edit, and remove creatures

Additional Features:

1. Marketplace
   Player Functional Requirements:
   - FR-P-M-01: Buy Creature

Player should be able to buy creature that is listed in the marketplace
- FR-P-M-02: Sell Creature
Player should be able to sell creature from their inventory
- FR-P-M-03: Trade Creature
Player should be able to request a trade with other player and trade creature or game currency

Admin Functional Requirements:
- FR-A-M-01: Manage Marketplace
Admin should be able to cancel a listing in the marketplace

2. Breeding System
Player Functional Requirements:
- FR-P-B-01: Breed Creature
Player should be able to breed 2 creatures to get new creature