Business Requirements Document

Pi Game - Phase 2 Feature Expansion

### Month: April 2025

### Version: 1.0

1. **Document Revisions**

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| --- | --- | --- |
| **Date** | **Version Number** | **Document Changes** |
| 18/04/2025 | 1.0 | Initial Draft |
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1. **Approvals**

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| --- | --- | --- | --- | --- |
| Role | Name | Title | Signature | Date |
| Project Sponsor | TBD |  |  |  |
| Product Owner | TBD |  |  |  |
| Project Manager | TBD |  |  |  |
| Client | TBD |  |  |  |

1. **Introduction**
   1. **Project Summary**
      1. **Objectives**

* Enable users to purchase digital goods within the platform (Ticket Shop)
* Support blockchain integration (Pi Game Wallet)
* Drive user engagement via Onchain Daily Check-in
* Ensure scalability and traceability of user transactions
  + 1. **Background**

The Phase 1 deployment of Ton Tycoon successfully established the basic gameplay loop. Phase 2 aims to deepen functionality by adding revenue-generating features and crypto-based interactions to support Ton Space's ecosystem.

* + 1. **Business Drivers**
* Increase in user retention through gamification
* Monetization through digital goods
* Alignment with Ton Blockchain’s ecosystem development
* Competitive advantage in Web3 gaming sector
  1. **Project Scope**
     1. **In Scope Functionality**
* Ticket Shop with In-App Purchase functionality
* Star integration for payment
* TON Wallet connection and check-in process
* Transaction history tracking
* UI for wallet status and confirmation screens
  + 1. **Out of Scope Functionality**
* Marketplace trading between users
* NFT minting or listing
* Full wallet custody management
  + 1. **Assumptions**
* Users already have Telegram accounts
* TON Wallet is supported by partner APIs
* Internet connectivity is required for all onchain functions
  + 1. **Risks**
* Telegram API changes impacting purchase process
* Wallet API downtime or security concerns
* User resistance to wallet-based authentication
  1. **Project Timeline**
* Phase 1: Complete requirement review and integration planning by April 25, 2025
* Phase 2: Complete feature development and QA by June 15, 2025  
  1. **Key Stakeholders**
* Product Owner: Defines features and business priorities
* BA: Translates business needs into technical requirements
* Dev Team: Implements backend & frontend logic
* QA: Verifies acceptance criteria and edge cases

1. **Business Requirements**
   1. **Functional Requirements**

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| Req# | Priority | Description | Use Case Reference | Impacted Stakeholders |
| FR-001 | 1 | Users can view available packages in the Ticket Shop | UC-001 | End Users, Product, Dev Team |
| FR-002 | 1 | Users can purchase packages using Telegram Stars | UC-002 | End Users, Dev, Telegram API |
| FR-003 | 1 | System updates user wallet and ticket balance post-purchase | UC-003 | Dev, QA |
| FR-004 | 1 | Users can connect TON Wallet for Onchain check-in | UC-004 | End Users, Dev |
| FR-005 | 1 | System verifies TON Wallet balance and returns feedback | UC-005 | End Users, Dev |
| FR-006 | 2 | Transaction history is stored and retrievable | UC-006 | QA, Data Analyst |

* 1. **Non-Functional Requirements**

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| --- | --- |
| ID | Requirement |
| NFR-001 | Wallet connection response time < 3 seconds |
| NFR-002 | 99.9% uptime for all payment-related services |
| NFR-003 | Concurrent users supported: 10,000 |
| NFR-004 | Payment logs retained for at least 6 months |
| NFR-005 | UI supports localization in English and Vietnamese |

1. **Appendices**
   1. **List of Acronyms**

* TON: The Open Network (blockchain platform)
* API: Application Programming Interface
* QA: Quality Assurance
* UI: User Interface
  1. **Glossary of Terms**
* **Telegram Stars**: In-app currency for purchases via Telegram
* **Onchain**: Refers to data or actions that are recorded on the blockchain
* **Check-in**: Daily user interaction that earns rewards
  1. **Related Documents**
* Phase 2 Requirement Breakdown Sheet (Excel)
* API Integration Guide (Telegram & TON Wallet)
* Phase 1 BRD Document