Kintaro Chronicles – Web Development Project Proposal

Gitfront link: https://gitfront.io/r/kintaro/3roKefYuNPsX/WEDE-file5020-POE-Part1/

1. Introduction

This project is about making an official website for Kintaro Chronicles, a story-based action-adventure game. The site will include game details, updates, character bios, videos, pictures, and a place for the community to hang out online.

1. Significance of the Project

The website is important because it will be the main place for people to find out about the game. It will help get players excited, keep fans updated, and show off what makes the game unique. It will also have extra stuff like trailers and behind-the-scenes lore to make it more interesting and bring in more fans.

1. Problem Statement

Right now, Kintaro Chronicles doesn’t have a website. People can only find news about it on social media or random posts, which might not always be correct. Having an official site will make it easier for players to get proper updates and stay connected with the game.

1. Target Audience

The main audience is gamers aged 16 to 35 who like action games with strong stories and deep lore. It will also be useful for YouTubers, streamers, gaming writers, and possible sponsors.

1. Budgeting (in Rands)

Content creation like graphics, videos, and articles: R7 600

Maintenance and updates: R3 800 per year

Total starting cost: R38 380

1. Summary

The Kintaro Chronicles website will grow over time and give fans a place to connect with the game. This will make the game more popular, keep players interested, and help it stay relevant for years to come.