



CAPSULE CORP CODER

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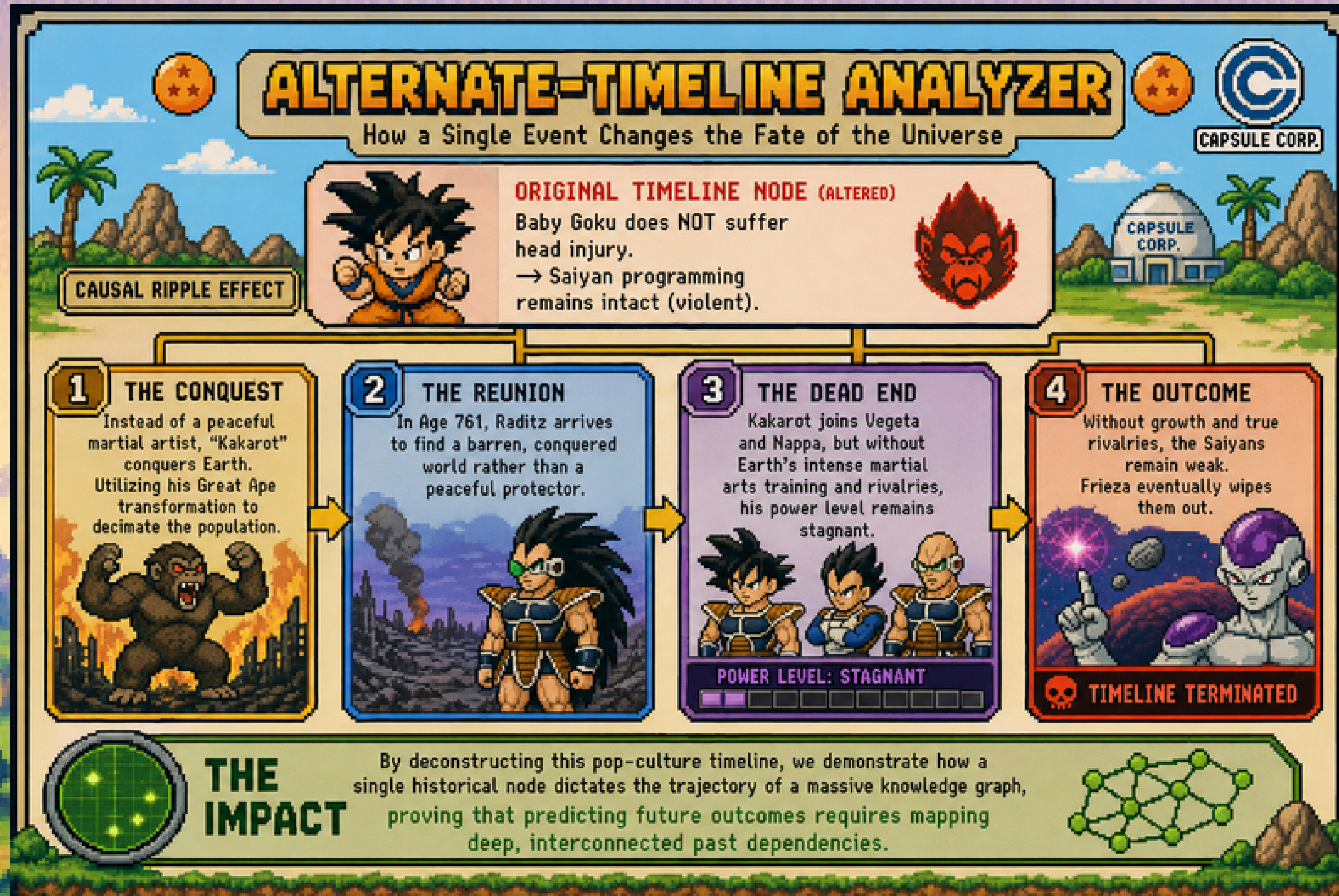
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PROJECT THEME:

ALTERNATIVE TIMELINE ANALYZER, WHAT IF?

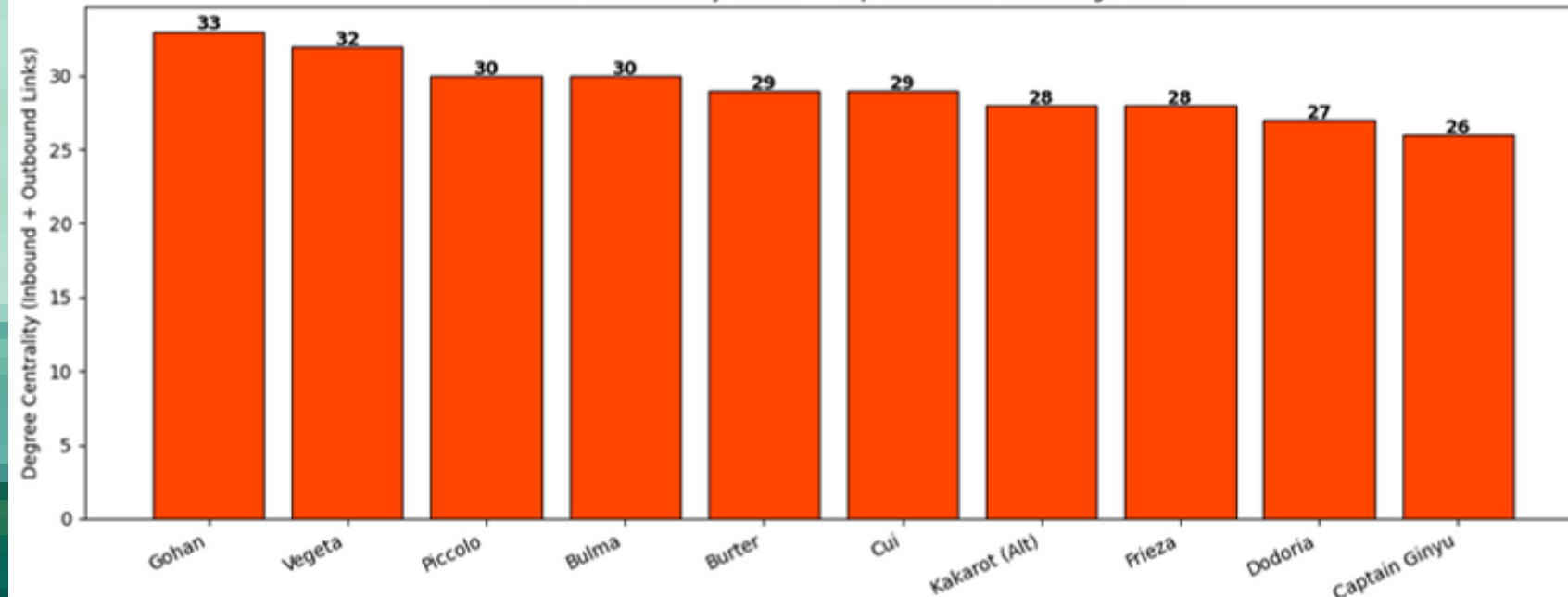


THE KAKAROT ENGINE: SYSTEM-DRIVEN NARRATIVE ARCHITECTURE

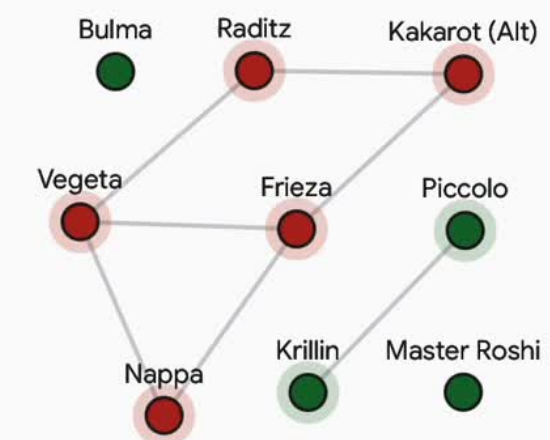
The Logic (From .ipynb):

We built a state-machine that treats narrative history as a data graph. Nodes represent events; edges represent conditional decision pathways.

Timeline Connectivity Profile — Top Structural Knowledge Hubs



Dragon Ball Network Topology Explorer



● Earth Defense ● Saiyan/Empire

Network Density

19.4%

High Centrality

Vegeta

Timeline Selection

<

Kakarot Conquest

>

Show Degree Centrality



THE KAKAROT ENGINE:

SYSTEM-DRIVEN NARRATIVE ARCHITECTURE

The Visualization (The Design Map):

Our interface translates these hidden logic paths into an interactive exploration tool, allowing users to trace how a single "divergence point" (e.g., Kid Goku's injury) propagates through the timeline.

CAPSULE CORP CODER Z

HomeMeet the TeamLead Design MapEnter Simulation

DRAGON BALL LEGACY: **REWRITTEN**

Lead Design Map: Exploring system-driven narrative arcs if Kakarot retained his Saiyan programming. Interact with the choices inside each prologue origin to visualize how the state engine paths through game milestones to trigger the final narrative closures.

STORY BRANCHING DASHBOARD

How it works: Click through the engine. Pick a prologue origin, lock its node choice and mid-game bridge to automatically derive your mid-game alignment. Then, resolve the late-game crisis, which will automatically trigger your endgame closure and cosmic aftermath. Click any completed step in the tracker to rewind.

Origin — Prologue — Bridge — Alignment — Crisis — Closure — Aftermath

Complete — the trajectory defined the Cosmic Aftermath. Click previous steps to re-path. RESET ENGINE

1 - PROLOGUE ORIGINS

COST: 0 POINTS • DEFAULT

1. The Mountain Feral ✓ LOCKED IN

Grandpa Gohan discovers the Saiyan pod but cannot contain the infant warrior. One full moon is all it takes. Kakarot walks free — and feral.

COST: 25 POINTS

2. Red Ribbon Vanguard

The Red Ribbon Army intercepts the pod. Dr. Gero and Commander Red Ribbon find Kakarot in a militarized compound as a living weapon of mass conquest.

COST: 100 POINTS

3. Crane School Assassins

Master Shen senses the alien child's dark potential and trains him alongside Tien Shinhan and Chiaotzu. The Dodon Ray. The art of silent assassination.

COST: 150 POINTS

4. Turtle School Defector

Master Roshi promises to teach discipline. Kaku trains as his apprentice. But Shen programming cannot be buried — and when it surfaces, no one is safe.

2 - PROLOGUE NODE CHOICES

Choice A: Raid Human Villages
+Infamy, +Malice • Terrorize the settlements at the mountain's base. Take what you need by force.

Choice B: Hunt Wilderness Beasts
+KI, +Health • Pure combat training against prey worthy of a Saiyan warrior.

✓ LOCKED IN

Choice A: Cybernetic Protocols
+Health, +KI • Integrate Dr. Gero's experimental mechanical upgrades into Saiyan physiology.

Choice B: Lead Frontline Purges
+Infamy, +Malice • Coordinate every resistance call on the continent with maximum brutality.

Choice A: Master Lethal KI
+KI, +Malice • Refine the Dodon Ray into a surgical instrument for extreme targets.

Choice B: Shadow Assassinations
+Infamy, +Health • Utilize corporate workhounds to quietly remove Earth's power players.

Choice A: Hunt Down the Masters
+Malice, +KI • Systematically hunt and eliminate Earth's greatest martial artists.

3 - MID-GAME BRIDGE

ORIGIN 1 - MOUNTAIN FERAL

Choice A: Full-Moon Rampage
+ +Malice • Let the Great Ape consume you and tear an entire city to shreds.

Choice B: Claim Hunting Grounds
+ +KI • Methodically destroy the hunters and stake out vast territory as warlord.

✓ LOCKED IN

ORIGIN 2 - RED RIBBON VANGUARD

Choice A: Execute the Purge Quota
+ +KI • Complete every clearance target to rise to Supreme Vanguard.

Choice B: Hack the R&D Database
+ +Infamy • Steal Gero's global weapon codes and sell it to the highest bidder.

ORIGIN 3 - CRANE SCHOOL ASSASSIN

Choice A: Snipe the Code of Honor
+ +Malice, +KI • Kill Master Shen. Operate on pure instinct and bloodlust.

4 - MID-GAME ALIGNMENTS

STAT REQUIREMENTS

Path of Saiyan Duty ✓ LOCKED IN High KI

Your choices trend toward strategic discipline and raw Saiyan programming. The mission comes first.

STAT REQUIREMENTS

Path of Feral Bloodlust High Malice

Primal violence dominates your nature. The Great Ape stirs beneath every decision.

STAT REQUIREMENTS

Path of Calculated Tyranny High Infamy

Control over people, resources, and technology defines your approach. You play the long game.

5 - LATE-GAME CRISES (RADITZ ARRIVES)

FROM: PATH OF SAIYAN DUTY

Choice A: Bow to the Prince
+KI • Accept Raditz's offer and pledge allegiance to Vegeta's chain of command.

✓ LOCKED IN

Choice B: Negotiate Autonomy
+Infamy • Offer your services to the Frieza Force as a mercenary. A weapon for hire.

FROM: PATH OF FERAL BLOODLUST

Choice A: Execute the Messenger
+ +Malice • Kill Raditz on sight. No Saiyan hierarchy will ever reach you.

Choice B: Harness the Saiyan Intel
+KI • Turn Raditz for hire. Then join the army on your own savage terms.

FROM: PATH OF CALCULATED TYRANNY

Choice A: Weaponize the Dragon Balls
+Infamy • Seduce Shenhan for resources. Weaponize Shenhan with a single stroke.

Choice B: Love Frieza's Fleet
+Malice, +Infamy • Bribe/kill competitors to Frieza, then betray and destroy the fleet for their loot.

6 - ENDGAME CLOSURES

ENDING 1

The Loyal Vanguard ✓ LOCKED IN

Kakarot accepts his place. Earth is catalogued and submitted as a trophy conquest. Kakarot joins Vegeta and Nappa as an elite operative.

Unlock: Frieza Force Scoutar Origin

ENDING 2

The Apex Predator

Raditz's pod sits cold. Earth becomes a ruined deathworld. Kakarot rules over ash and silence, waiting for the next challenger to drop from the sky.

Unlock: Ozaru Bloodline Trait

ENDING 3

The Beast on Earth

Kakarot remains on Earth, keeping his power above all others. Raditz reports back, but Frieza cannot act—immortality makes Kakarot untouchable. A cold galactic warlord begins.

Unlock: R&D / Crane Deathlark Trait

7 - COSMIC AFTERMATH

AFTERMATH - FROM ENDING 1

The Saiyan Elite ✓ LOCKED IN

Kakarot rises through Frieza Force ranks. Year 768: Emperor Frieza personally names him High Operative. Earth is a trophy world in galactic records.

Galaxy Status: Purge Cycle Resumes

AFTERMATH - FROM ENDING 2

The Quarantined Deathworld

Frieza Force classifies Earth as Containment Zone Gamma. Three investigation teams are lost. Earth is sealed. Kakarot waits at the center of a dead world.

Galaxy Status: Sector Blockade

AFTERMATH - FROM ENDING 3

The Sovereign Anomaly

Earth becomes an independent Sovereign State anomaly. Locking the timeline.

SCOUTER AI ONLINE

SCOUTER AI

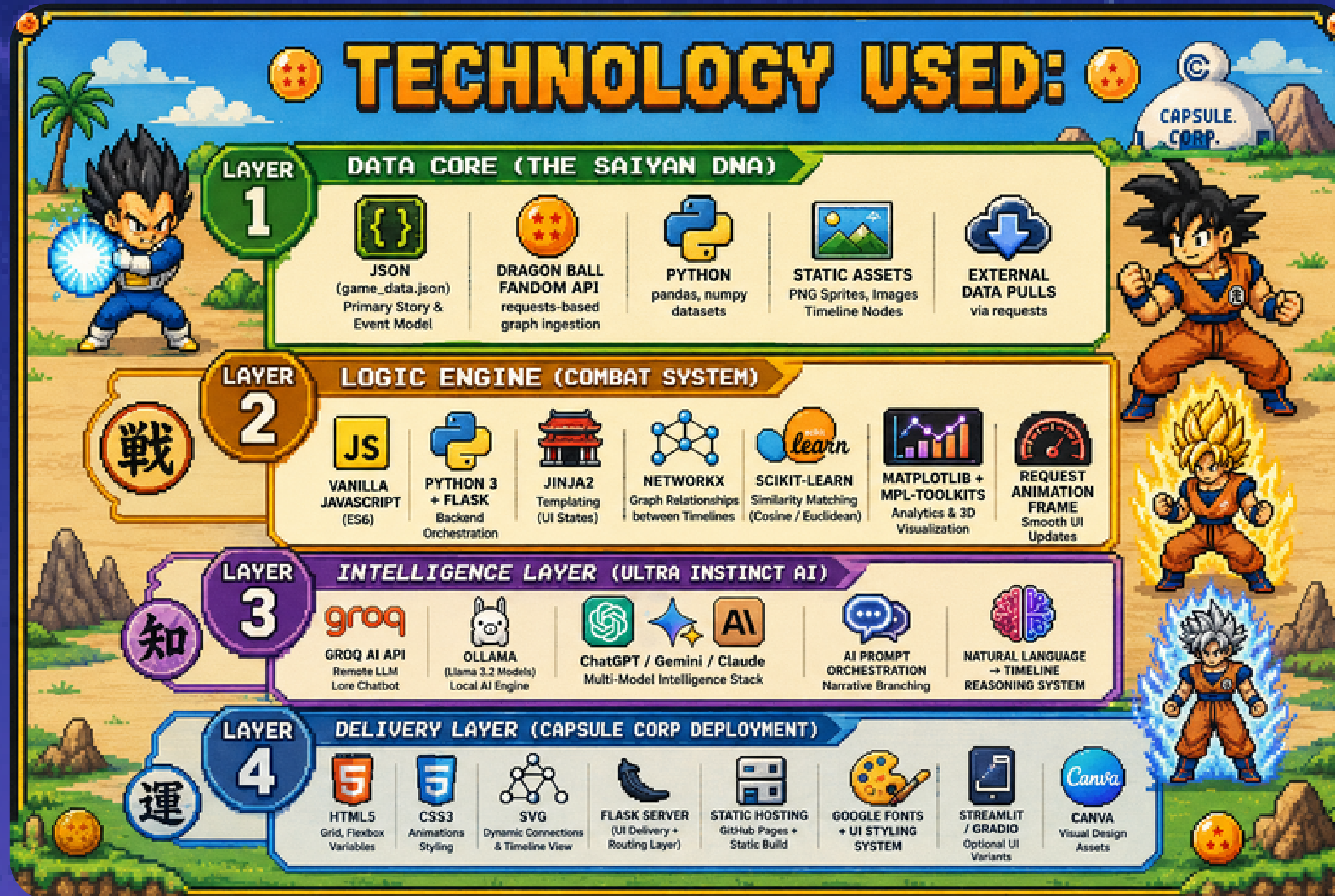
ONLINE

System online. Ask me about the timelines, Kakarot's origins, or Earth's fate.

Query timeline data...



TECHNOLOGY USED:



*Full documentation and installation guide available in our
<https://github.com/OvCXLLC/CapsuleCorpCoderZ.git>

GAME DEMO★

INTERACTIVE STORY • AGE 749

DRAGON BALL

LEGACY REWRITTEN

Four paths. Three fates. One unanswered question.

The Divergence Point:
In the original story, a head injury altered Kakarot's memory and allowed him to grow up as a hero. That accident never happened. His battle programming remains intact. What he becomes is entirely up to you.

**The Mountain Feral**
MOUNT PAOZU • AGE 749
Born wild. Never tamed.
Grandpa Gohan discovers the Saiyan pod but cannot contain the infant warrior. One full moon is all it takes. Kakarot walks free - and feral.

Ki 20

Malice 50

Infamy 5

Health 50

**Red Ribbon Vanguard**
RR HEADQUARTERS • AGE 749
Weaponized. Deployed. Unstoppable.
The Red Ribbon Army intercepts the pod. Dr. Gero and Commander Red raise Kakarot in a militarized compound as a living weapon of mass conquest.

Ki 40

Malice 50

Health 50

Infamy 50

**Crane School Assassin**
CRANE SCHOOL • AGE 750
Precision. Cruelty. Calculated death.
Master Shen senses the alien child's dark potential and trains him alongside Tien Shinhan and Chiaotzu. The Dodon Ray. The art of silent elimination.

Ki 35

Malice 40

Health 50

Infamy 50

DRAGON BALLS 0/7

1.

TIME TO★PLAY!