



CAPSULE CORP CODER

TEAM INTRODUCTION:



JAVONTE CARTER

FAMU

JUNIOR DEV



JOSHUA CHANEY

MVSU

**PROJECT MANAGER &
JUNIOR DEV**



SYDNEY RIDDICK

ECSU

**CREATIVE & GRAPHIC
DESIGNER**



CHANCE WALKER

WSSU

PROJECT MANAGER



PROJECT THEME:

The entire main timeline hinges on baby Goku falling down a ravine and suffering a massive head injury that erased his violent, innate Saiyan programming. If that accident never happened, Earth's history would be incredibly dark.

The Conquest of Earth: Instead of being raised as a kind-hearted martial artist, Goku would have grown up as the ruthless Saiyan "Kakarot." He likely would have killed Grandpa Gohan as a child or transformed into a Great Ape on a full moon and decimated the planet's population.

The Reunion: When Raditz finally arrives on Earth in Age 761, he won't find a peaceful man protecting the planet. He would find a barren, conquered world with Kakarot waiting for him.

The Future: Kakarot would happily join Raditz, Vegeta, and Nappa. Together, the four Saiyans would continue wiping out civilizations for Frieza. However, without the intense martial arts training and rivalries Goku experienced on Earth, his power level would likely remain incredibly low, meaning they would eventually be wiped out by Frieza anyway once they outlived their usefulness.



MILESTONES:

Milestone 1:

- **Project Planning**
- **Choose the final project concept**
- **Define the main game paths**
- **Assign team member roles**

Milestone 2:

- **Story and Timeline Design**
- **Write the opening story**
- **Create at least two main timeline branches**
- **Write possible endings for each path**

Milestone 3:

- **Data Collection**
- **Seed the knowledge tree with a Wikipedia or Dragon Ball Wiki article**
- **Collect information about Goku, Raditz, Saiyans, Vegeta, Nappa, and Frieza**
- **Organize lore data into JSON or documents**

Milestone 4:

- **Game Logic Design**
- **Create a decision tree for player choices**
- **Decide how choices affect the ending**
- **Build a simple scoring system such as loyalty, destruction, rebellion, or power level**

Milestone 5:

Front-End Development
Build the homepage
Create choice buttons
Design event cards and timeline screens

Milestone 6:

- **Back-End / AI Integration**
- **Connect game choices to stored story branches**
- **Add AI-generated responses if possible**
- **Build a RAG system to answer lore-based questions**

Milestone 7:

- **Testing and Debugging**
- **Test every story path**
- **Fix broken buttons, missing endings, or incorrect branches**
- **Make sure the game is easy to understand**

Milestone 8:

- **Final Presentation**
- **Create demo slides**
- **Explain the alternate timeline theme**
- **Show the game, technologies, milestones, and team roles**



MILESTONE TIMELINE:



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5-DAY ACCELERATED TIMELINE >>>> _____●

SPRINT PHASES

PHASE	MON (Day 1)	TUE (Day 2)	WED (Day 3)	THU (Day 4)	FRI (Day 5)
 PM & Data	Create Team Name & Logo; Curate Theme	Assign Roles	M1 & M3: Setup		
 Narrative		M2 & G4: Story / Prologue	G5: Mid/Late Sagas		
 UI / UX		G3: Base UI & Avatars	M5: App Layout		
 Back-End / AI		G1 & G2: Engine/Combat	M4: Decision Trees	M6 & G6: LLM + Yemma	
 QA & Launch				M7: Beta Testing	M8 & G7: Final Pitch

MILESTONE TIMELINE:



DAILY EXECUTION BY ROLE

DAY	CHANCE (PM)	JOSHUA (PM/DEV)	JAVONTE (DEV)	SYDNEY (DESIGNER)
 MON	Create team name & logo; curate project theme. Assign roles & set project vision.	Create team name & logo; curate theme. Assign roles & set project vision.	Create team name & logo; curate theme. Assign roles & set project vision.	Create team name & logo; curate theme. Assign roles & set project vision.
 TUE	Setup Git; define 3 main story endings (M1, M2). Track 7 prologue scripts (G4).	Scrape wiki data into JSON format (M3). Integrate JSON lore to backend.	Build core "Age-up" Python state loop (G1). Code stat matrix & combat math (G2).	Design DBZ color palette; mock UI layout. Draw Baby/Child Kakarot dynamic portraits (G3).
 WED	Define conditions for late-game paths (G5).	Design Gemini LLM prompt structures.	Build Great Ape flags & mid-game trees (M4).	UI assets for Gradio/Streamlit; Adult portraits.
 THU	Draft pitch slide structure.	Implement RAG pipeline (M6).	Code King Yemma Rebirth loop (G6).	Finalize Frontend UI panel layout (M5).
 FRI	Lead QA beta testing; finalize Pitch Deck (M8).	Stress test API connections; fix crashes.	Balance power levels; fix dead-ends (M7, G7).	Polish final slides in Canva.



GOALS



Prototype the Core "Age-Up" Engine & Stat Matrix
Build the foundational text-simulator framework. Successful completion means a player can tap an "Age Up" button, watch their age increase, and see their core attributes (Ki Level, Malice, Infamy, and Health) dynamically update based on basic placeholder events.



Integrate the Text-Based Combat & Great Ape Systems
Develop the turn-based combat algorithm that calculates victories based on Ki levels and chosen techniques. Program the global "Full Moon" calendar event, ensuring a high-Malice Kakarot automatically triggers a Great Ape rampage that alters the world state.



Deploy the UI/UX Interface and Dynamic Portrait System
Move the game from a raw text build into a polished visual state. Design a clean, high-contrast, mobile-friendly interface utilizing Dragon Ball inspired color schemes, and implement evolving character portraits that shift based on Kakarot's age and active transformations.



Execute Balance Tuning, Closed Beta, and Final Deployment
Run extensive automated testing simulations to ensure power levels scale correctly across all 7 paths (preventing soft-locks against late-game bosses like Frieza). Wipe out game-breaking narrative dead-ends during a closed beta phase before deploying the stable 1.0 build to app stores.



Fully Script and Branch the 7 Prologue Paths (First 12 years)
Write and program all text options, choices, and RNG events for the childhood phase across all seven distinct origins (e.g., Crane School, Red Ribbon Army, Kami's Lookout). Players must be able to reach age 12 with vastly different stats and faction reputations.



Build out the Mid-to-Late Game "What If" Sagas (After 13 years)
Expand the narrative architecture to handle massive world-altering choices. Goal achievement requires mapping out how the world reacts to an evil Kakarot—whether he is conquering Earth for King Piccolo, ruling it via the Red Ribbon Army, or preparing to fight his own Saiyan heritage.



Code the "King Yemma" Legacy & Rebirth System
Implement the loop for player death. When Kakarot dies, the game must transition to a check-in screen at King Yemma's desk, tally the player's achievements, and reward them with "Saiyan Pride" points used to unlock rarer origin paths for subsequent playthroughs.



CORP.

TECHNOLOGY USED:

	Google Gemini	
	GitHub	
	ChatGPT	
	Canva	
	Jupyter	
	Claude	

PROGRESS UPDATE DAY TWO:

🌟 Progress Status:

- Created GitHub Repository
- Created Scenarios
- Created Scenario Path Options
- Created Path Mockups
 - We found out to set up pages you need to name it index.html

🌟 Technology/Resources Used:

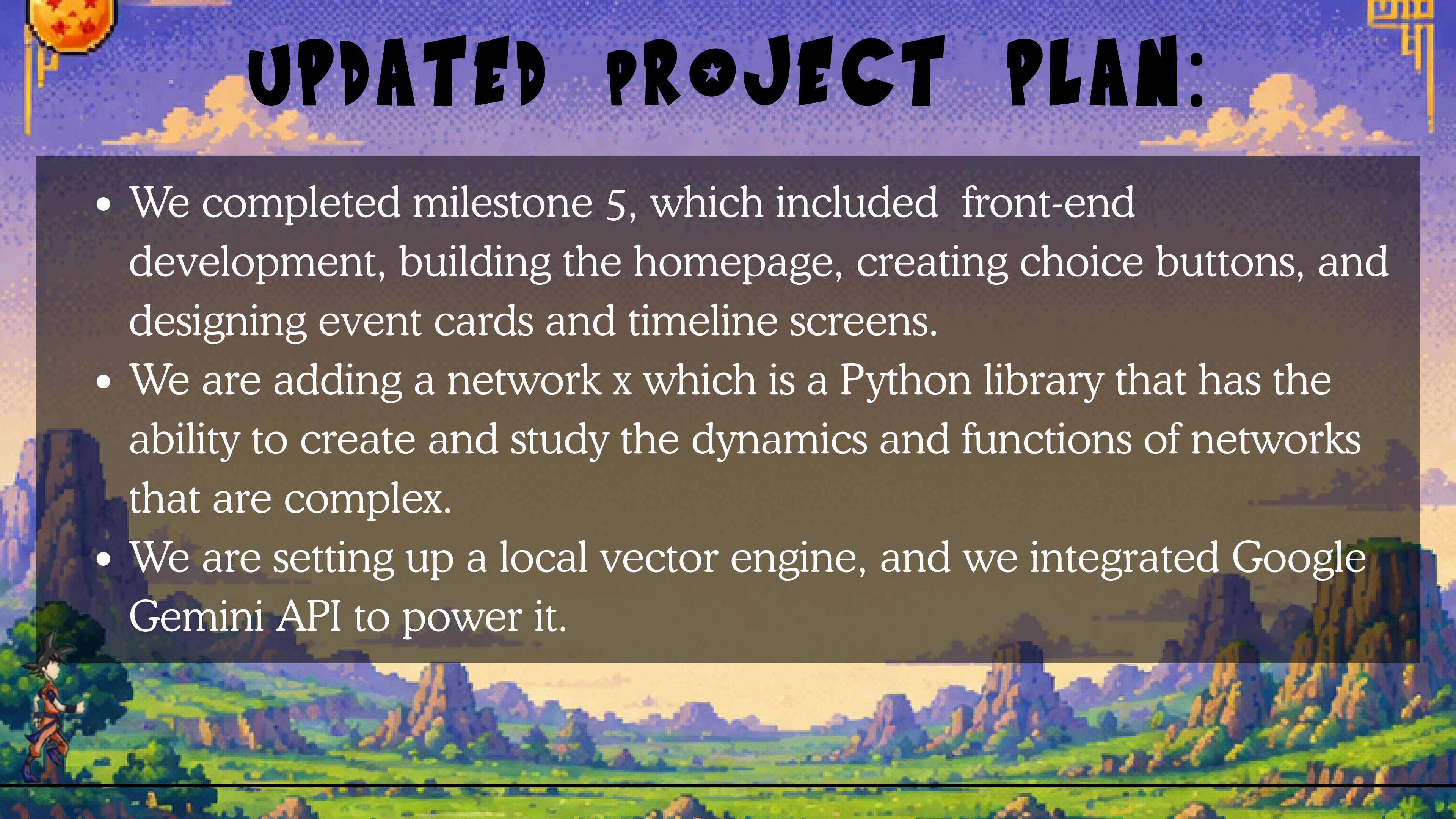
- We used Google Gemini, Wikipedia, DBZ Show, and GitHub
 - We found out that you can share Gemini conversations

🌟 24 Hour & Next Session Milestone Task:

- Milestone 5:
 - Front-end development, build the homepage, create choice buttons, and design event cards and timeline screens

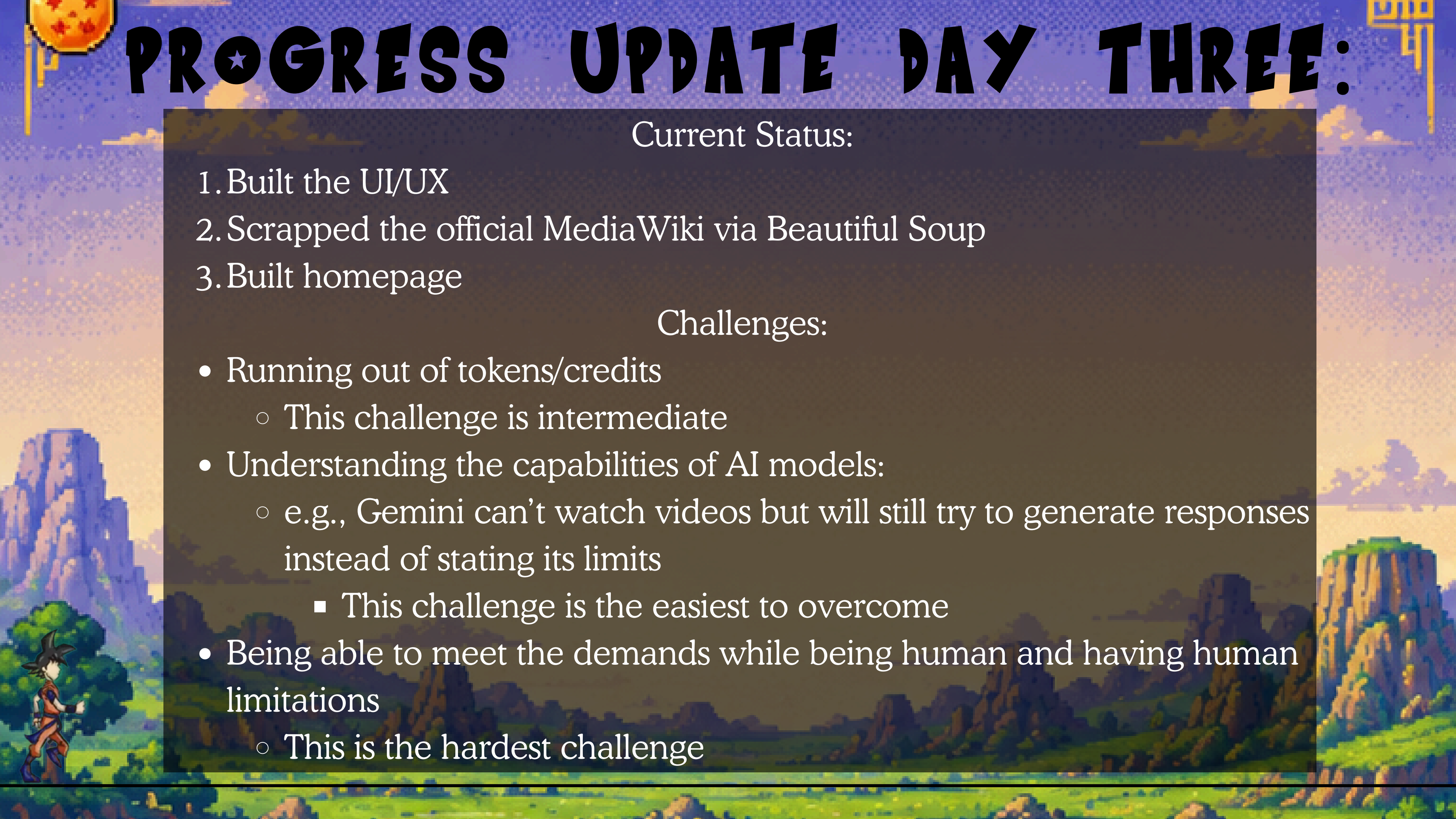
🌟 Issues/Concerns:

- Claude is down
- Not everyone having access to Pro/Plus subscriptions



UPDATED PROJECT PLAN:

- We completed milestone 5, which included front-end development, building the homepage, creating choice buttons, and designing event cards and timeline screens.
- We are adding a network x which is a Python library that has the ability to create and study the dynamics and functions of networks that are complex.
- We are setting up a local vector engine, and we integrated Google Gemini API to power it.



PROGRESS UPDATE DAY THREE:

Current Status:

1. Built the UI/UX
2. Scrapped the official MediaWiki via Beautiful Soup
3. Built homepage

Challenges:

- Running out of tokens/credits
 - This challenge is intermediate
- Understanding the capabilities of AI models:
 - e.g., Gemini can't watch videos but will still try to generate responses instead of stating its limits
 - This challenge is the easiest to overcome
- Being able to meet the demands while being human and having human limitations
 - This is the hardest challenge

IMAGES:

DRAGON BALL Z: SAIYAN ORIGINS

A Story-Driven Text Adventure
WHAT IF GOKU NEVER HIT HIS HEAD?

THE ALTERNATE TIMELINE

Kakarot arrives on Earth with his Saiyan programming intact. Without the accident that erased his memory, he remains the ruthless warrior he was born to be. Your choices will shape his path as he navigates this world—becoming a loyal soldier, a primal predator, or a calculating tyrant.

Every decision matters. Every path leads to a different destiny. Multiple origins, countless choices, unforgettable endings.

⚡ SAIYAN DUTY

STRATEGIC • DISCIPLINED

🔥 FERAL BLOODLUST

CHAOTIC • PRIMAL

👑 CALCULATED
TYRANNY

MANIPULATIVE •
DOMINATING

NEW GAME

```
<div class="stat-card-header">🇺🇸 Character Stats</div>
<div class="stat-item">
  <div class="stat-name">
    <strong>Power Level</strong>
    <span data-stat="power-level">1,250</span>
  </div>
  <div class="progress-bar">
    <div class="progress-fill" style="width: 45%;">45%</div>
  </div>
</div>
<div class="stat-item">
  <div class="stat-name">
    <strong>Health</strong>
    <span>98/100</span>
  </div>
  <div class="progress-bar">
    <div class="progress-fill" style="width: 98%; background: linear-gra
  </div>
</div>
<div class="stat-item">
  <div class="stat-name">
```

Copilot Free

Upgrade

ⓘ Copilot will pause when the limit is reached.

Credits

Resets Jun 30 at 7:00 PM

81% used

Inline Suggestions

Resets Jun 30 at 7:00 PM

MILESTONE TIMELINE:



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PROJECT SPRINT GANTT CHART >>>>



MILESTONE / TASK	MON (DAY 1)	TUE (DAY 2)	WED (DAY 3) TODAY	THU (DAY 4)	FRI (DAY 5)
 1. Project Planning					
 2. Story & Timeline Design					
 3. Lore Collection (JSON / Wiki)					
 4. Decision Tree & Game Logic					
 5. Front-End Development					
 6. Backend Integration					
 7. Gemini AI Integration					
 8. RAG Lore Search					
 9. QA & Story Testing					
 10. Bug Fixes & Polish					
 11. Presentation Development					
 12. Final Demo & Presentation					

LEGEND

- COMPLETED
- IN PROGRESS
- SCHEDULED

OVERALL PROJECT PROGRESS

Planning		100%
Story & Lore		100%
Game Logic		100%
Front-End		90%
Backend		70%
Gemini AI		60%
Testing		20%
Presentation		50%

OVERALL COMPLETION **82%**

MILESTONE TIMELINE:



DAILY EXECUTION BY ROLE

TEAM MEMBER	WED (DAY 3)	THU (DAY 4)	FRI (DAY 5)
 CHANCE (PM)	Coordinate team Review milestones Presentation planning	Final presentation edits QA oversight Ensure deliverables	Lead presentation Q&A with judges Project wrap-up
 JOSHUA (PM/DEV)	Gemini integration Backend support Troubleshoot APIs	API testing Bug fixes Backend optimization	Live game demo Explain AI integration Answer technical Q&A
 JAVONTE (DEV)	Story branching logic RAG implementation Connect data flow	Test all story paths Fix logic issues Optimize performance	Technical explanation Discuss architecture Handle live Q&A
 SYDNEY (DESIGNER)	UI polish & cleanup Character portraits Visual consistency	Create slides Add screenshots Animations & visuals	Present design process Show UI/UX decisions Highlight assets



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BUILDING ALTERNATE TIMELINES. CHANGING DESTINIES.

