



CAPSULE CORP CODER Z



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 character 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:



CAPSULE CORP CORDERZ

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

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.



TECHNOLOGY USED:

★	Google Gemini	★
★ ★	GitHub	★ ★
★ ★ ★	ChatGPT	★ ★ ★
★ ★ ★ ★	Canva	★ ★ ★ ★
★ ★ ★ ★ ★	Jupyter	★ ★ ★ ★ ★
★ ★ ★ ★ ★ ★	Claude	★ ★ ★ ★ ★ ★

