

Mini Militia Classic Alpha & Beta Development Roadmap

8/13/2021

You are here (v0.3.1/0.3.0) -> <- Devs are here

RELEASED v0.0.3	RELEASED v0.1.2	RELEASED v0.1.5	In Development	In Planning	In Planning	In Planning
100% Alpha Phase 0	100% Alpha Phase 1	100% Alpha Phase 2	80% Alpha Phase 3	0% Private Beta 0	0% Private Beta 1	0% Public Beta (Launch+)
100% Fix security vulnerabilities needed to publish	100% Basic game functionality restored, available in Google Play store for testing	100% Bug fixes and tweaks unfinished from Phase 1 release	100% Respond to urgent bug fixes from Phase 2 release	0% Respond to needed tuning and bug fixes needed found in Alpha Phase 3	0% Tuning/bug fixing for launch	0% Final bug and tuning assessment
100% Update 3rd party library and dependencies	100% Move client peer to peer communication to new client server validation model & make sure its performant	100% Add basic leaderboards (TBD. e.g., points - lifetime)	100% Re-introduce saved and retrievable Player Profiles. With stats and ranks placeholders (starting over), with space to place to store the individual scoring sent from server battle reports (plus all/rest of stats)	25% Expand Ranked Leaderboards - fix UI, add scores & coins, daily/weekly/annual, other stats TBD	10% Develop new game mode framework and add a new game mode to test CTF merged with Custom chosen as a game mode (v0.3.0/v0.3.1)	0% Adopt 'other' games good/better ideas
100% Update client/server networking libraries	100% 2nd pass clean up interface (remove unused elements)	100% Remove Pro Pack purchase menus and prompts from the menu and the games	100% Refactor server to manage game time. Forcing clients to change state, instead of reacting to changed states	0% Add a way for people to buy battle coin discounts with IAP (+subscription system)	0% Add analytics for future game dev planning	0% Release new game modes
100% Basic game functionality restored and available on store for testing (Android)	100% Refactor Client Server Architecture to manage game integrity enough to calculate scores server side	100% Remove Pro Pack lockouts on Avatar and Store elements from all aspects of the menus and game	100% iOS Release Rejected->Resubmit: New submission is waiting for approval/rejection	0% Add a subscription system to get rid of ads and gain access to various server side managed features	0% Prevent cheating (reduce footprint of attack vectors) [Hardening Systems]	0% Design "Clans" solution (to be implemented post-launch)
100% Remove Google Play and Game Center implementations (not used anymore)		✓ Attempt iOS TestFlight release: Dev needed for iOS 14 requirements (fix issues identified in submission attempt last release cycle)	100% Add back a ranking system (prep for rank leaderboards)	0% Add a way for people to earn battle coins by watching ads	0% Ensure latest 3rd party libraries are updated and working (Apple and Google have new requirements that must be met)	0% Reset Leaderboards and archive pre-release seasons in prep for public launch
100% Restore Quick Play server functionality		Several tasks moved to next phase...	100% Add a point earn system derived from games played (starting with Quick Play) that add points to MMC profiles	0% Leaderboards beyond QP Deathmatch - develop scoreboard scoring for other server types (custom/ctf)	10% Implement the new scalable games servers to flex with demand (includes regional support capability)	0% Develop Push Notifications Systems. (Invites, Messages, final scoring results, TBD, etc. al.)
100% Restore Custom server (1 region only, start with US, migrating around data centers, resting in Asia for now)			100% Address the new v0.1.7 crashes	0% Weapon Zoom Config (Armory) and during game	0% Ensure minimum requirements for data, privacy, and security are ready for launch (legal)	☠ Execute Order 99: Planned Player Beta Data Reset/Archive Part Deux (i.e., the Great Reset)
100% Restore Wifi LAN game functionality			85% Introduce "Loadouts" (used between lives) & "Armory" (after game equipment management and configuration)	☠ Execute Order 66: Planned Player Alpha Data Reset/Archive	0% Ensure Feedback, Customer, and Technical Support strategies/elements (web, email, etc.) are in place for launch	0% Launch all stable platforms simultaneously
100% Find and fix older/inherited bugs			99% Add in 'Android Billing 3' to replace existing purchasing flows and support purchasing & subscriptions (removes old GPG libs causing ARMEABI compile to fail)	0% Open up Google Play pre-registration (Requires a near releasable stable app that passes review)	0% Daily Return Reward (Battle Coins+?)	
100% Make sure old game code operates at acceptable levels before moving to next phases			100% Refactor client server to manage player spawns (was Part B)		0% Set up early access on Google Play	
100% Clean out/remove old scoring and rank systems (missing data stored on Google Play Games/Apple Game Center)			25% Refactor server to manage weapon spawning (no longer host player managed)			
100% 1st pass clean up interface (remove unused elements)			75% Bug Fixes Part A/B (v0.3.1/0.3.0)			
			20% Design & Implement Specials			
100% Unlock pro pack with every sign in			--- Attempt to add support for ARMEABI (older phones) once the conflicting GPG Libs not supporting this are removed (May not be possible to implement)	➡		
Alpha Phase 0	Alpha Phase 1	Alpha Phase 2	Alpha Phase 3	Private Beta 0	Private Beta 1	Public Beta (Launch)