Mini Militia Classic Alpha & Beta Development Roadmap — 5/21/2021

You are here. (Alpha Phase 2 / RELEASED v0.1.5)

Devs are here. (Alpha Phase 3 / In Development)

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**		**45% 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	25%	Continue to develop server code for scoring and ranks (all stats) [BUMP FINISH TO NEXT PHASE]	50%	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)	0%	Expand leaderboards (points - TBD daily/weekly/annual/other stats?)	0%	Attempt new game modes	0%	Adopt 'other' games good/better ideas
100%	Update client/server networking libraries	100%	2nd pass clean up interface (remove unused elements)	30%	Saves and retrieves user's profile data (scores, stats, avatar, control layout, etc. preferences) [BUMP FINISH TO NEXT PHASE]	50%	Add back a ranking system (prep for rank leaderboards)	0%	Add a way for people to buy point spend discounts with IAP	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	85%	Retain scores from battles and make them available as part of a user's profile [BUMP FINISH TO NEXT PHASE]	25%	Add a point earn system derived from games played (starting with Quick Play) that add points to MMC profiles	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)	0%	Design "Clans" solution
100%	Remove Google Play and Game Center implementations (not used anymore)			100%	Add basic leaderboards (TBD. e.g., points - lifetime)	30%	Introduce "Loadouts" (used between lives) & "Armory" (after game equipment management and configuration)	0%	Add a way for people to earn points by watching ads	0%	Ensure latest 3rd party libraries are updated and working (iOS 14 and Google have new requirements that must be met)	0%	Wipe Leaderboards for public launch
100%	Restore Quick Play server functionality			100%	Remove Pro Pack purchase menus and prompts from the menu and the games	0%	Refactor client server to manage player spawns	0%	??? Figure out where in tthe plan scoreboard scoring for other server types (e.g., custom/ctf) fits.	10%	Implement the new scalable games servers to flex with demand	0%	Launch all stable platforms simultaneously
100%	Restore Custom server (1 region only, start with US, migrating around data centers, resting in Asia for now)			100%	Remove Pro Pack lockouts on Avatar and Store elements from all aspects of the menus and game	0%	Refactor server to manage weapon spawning (no longer host player managed)			0%	Ensure minimum requirements for data, privacy, and security are ready for launch	0%	Develop Push Notifications Systems. (Invites, Messages, final scoring results, TBD, etc. al.)
100%	Restore Wifi LAN game functionality			✔	Attempt iOS TestFlight release: Dev needed for iOS 14 requirements (fix issues identified in submission attempt last release cycle)	25%	Refactor server to manage game time. Forcing clients to change state, instead of reacting to changed states			0%	Ensure Feedback, Customer, and Technical Support strategies/elements (web, email, etc.) are in place for launch		
100%	Find and fix older/inherited bugs			0%	Refactor server to manage weapon spawning (no longer host player managed) [BUMP START TO NEXT PHASE]	10%	Add in 'Android Billing 3' to replace existing purchasing flows and support purchasing & subscriptions (removes old GPG libs causing ARMEABI compile to fail.)						
100%	Make sure old game code operates at acceptable levels before moving to next phases					25%	Attempt to add support for ARMEABI (older phones) once the conflicting GPG Libs not supporting this are removed.						
100%	Clean out/remove old scoring and rank systems (missing data stored on Google Play Games/Apple Game Center)					✔	iOS Release Rejected->Resubmit: New submission is waiting for approval/rejection						
100%	1st pass clean up interface (remove unused elements)												
100%	Unlock pro pack with every sign in												
Alpha Phase 0		**Alpha Phase 1**		**Alpha Phase 2**		**Alpha Phase 3**		**Private Beta 0**		**Private Beta 1**		**Public Beta (Launch)**	