



# Mini Militia Classic Alpha & Beta Development Roadmap

2/14/2023

You are here (v0.10.6)      Devs are here

In Development		ROADMAP REVIEW		In Planning		In Planning		In Planning		In Planning	
80%	Alpha Phase 3	Complete before moving to Beta Phases		15%	During Beta 0	0%	During Beta 1	0%	During Beta 2	Post Launch+ (Phases TBD)	
100%	Respond to tuning and bug fixes found before and during Alpha Phase 3 and current phase. -Critical to Moderate operational bugs -Server crashes v0.5.1-2, v0.6.1-3, v0.7.0-3, v0.8.0-3, v0.9.0-5	<b>BEFORE Android Pre-Registration:</b> IAP: Build the consumables system (one time purchases) DONE - Need to be able to purchase tokens (sacks of tokens) DONE - Research recurring system to make sure model can handle it In Process - Create passes for day, month and year - Final prices for cost matrix - Implement gifting		0%	Continued tuning/bug fixing for launch	0%	Continued tuning/bug fixing for launch -Crash on reopen from background/lock screen (not done yet)	0%	Final bug and tuning assessment	!! - NOTE This column is where we are dumping the wishlist items. This list is incomplete and will be altered over time. Nothing is prioritized; Nothing is promised. This will eventually reflect where we want to take MMC next...  Design new content delivery system (change the game contents without need for an update) Tradeoff: images and config need to be downloaded after the fact	
100% v0.6.1	Expand Ranked Leaderboards - fix UI, add scores, tokens, & coins			100% v0.6.1	Develop initial game mode framework and add a new game mode to test -e.g., Ranked CTF, TDM, or Classic	0%	Add deeper game analytics for making future data based decisions about player activity.	0%	Adopt 'other' games good/better ideas (legally) -Look to 'other' games and cherry pick their great ideas that we can make use of in MMC		
100% v0.9.x	Add Pro Pass purchase capability and initial benefits (suppress ads, highlighted name, more to be added later.)	<b>DURING Pre-Registration (max 90 days) Tasks needed to Move to Beta 0:</b> Testing - Make sure the monetization system is working - Current release crashes fixed (on-going)		10%	Implement the new scalable games servers to flex with demand (includes regional support capability and match routing)	25%	More Server Side Control: Prevent cheating (reduce footprint of attack vectors) [Hardening Systems against anomaly and cheats]	5%	Release new game modes (and related maps)	Chat emotes (text, possible new voice if sound engine still works) More group and team coordination emotes	
100% v0.6.1	Add a way for players to earn Sponsor Tokens with special rewarded ad views			30%	Ensure latest 3rd party libraries are updated and working (Apple and Google have new requirements that must be met)	0%	Ensure minimum requirements for data, privacy, security, safety, parental controls and censoring are ready for launch (legal)	0%	Start the design for Groups and Events system to drive the "Clans" solution under the hood (Clans to be implemented post-launch)	Custom map loader	
100% v0.5.2	Weapon Zoom Config during game [moving changes to expand armory to include per weapon config to a later release when more weapon configuration/customization is added to allow out of game scope zoom config support.]	Stabilize Cv4 META DONE - "Cv4 Engine" default check box in game config DONE - Range damage adjustments? maybe no attenuation in cv4m emulates the code error without the err. DONE - Cover mechanism bug fix (In Process) - Weapon & loadout config (stats/limits reviewed after all other CV4 changes done).		10%	Leaderboards beyond QP Deathmatch - develop scoreboard scoring for other server types (Classic, Ranked' CTF, TDM, etc.) [requires game mode framework to be done.]	0%	Ensure Feedback, Customer, and Technical Support strategies/elements (web, email, backoffice tools etc.) are in place for launch	Add more features and services that can be accessed with Sponsor Tokens and Pro Pass  Expand the Armory -weapon stats -out of game zoom configuration management -placeholders to manage custom skins (with token unlocks, etc.)			
100% v0.6.1	Improve server control and awareness over player game states.			50% ? v0.10.x	Network improvements: Prediction and Smoothing	10%	Leaderboards beyond QP Deathmatch - develop scoreboard scoring for other server types (Classic, Ranked' CTF, TDM, etc.) [requires game mode framework to be done.]			0%	Develop Push Notifications Systems. (Invites, Messages, final scoring results, TBD, etc. al.)
100% v0.5.2	Loadout Tuning: Present loadout option at game start	Stabilize & Prepare the game servers - Add scaling to auto create/spin down/delete/quarantine DONE - Add regional support to give players a choice of what region to connect to		TBD	Improve/Tighten No Auth/New Player Experience.	Implement seeding/matching system for Quick Play/Ranked Games  Implement re-engagement rewards. ranking up, a daily return reward (i.e., Tokens) [possibly arriving sooner as work allows]		UI Redo Classic+ -Visual Rearrangements -Custom fonts etc.			
100% v0.6.1	Adjust health display to better reflect server controlled health state (not perfect, just better.)			0%	Ads in iOS & update current ad network SDKs						
100% v0.7.0 v0.7+	Expand Token System to unlock more features. (avatar items, full avatars, gifting, access other people's profile data, day passes, choosing maps/game modes in quick play)	Review new player experience and players not signed in - chat limitation, no server storage, no custom content - prompts to login Polish - Updated splash screen and external links		0%	IAP: Build subscription/recurring system (with discounted costs) - Create subscriptions month and year recurring passes (first tier of premium offerings)	Expand Premium Pass Offerings		?Synchronize player game starts if loadouts is not enough (precision fine tuning)			
100% v0.6.3	Implement Rank "rewards and discounts" [Moving the rank Award Bonus to later time when we have things to use tokens on]			0%	Determine what final scoring means for all the game modes (end of game assessment - > awards)						
100%	Replace Ad System (3rd party Systems Changed and we have to move to a new ad sdk system)	Leaderboards performance issues resolved for scaling (may be pushed to post-beta release)		TBD Expand profile data displays (Alpha/Beta stats, badges, titles, awards, etc.)		TBD Expand profile data displays (Alpha/Beta stats, badges, titles, awards, etc.)		? Leaderboard search tool, add leaderboard ranks to profile stats ? expand leaderboards daily/weekly/annual, other stats TBD			
 Execute Order 66: Planned Player Alpha-Data Reset/Archive	0%									Reset Leaderboards and archive pre-release seasons in prep for public launch   Execute Order 99: Planned Player Beta-Data Reset/Archive Part Deux (i.e., the Great Reset)	
When Phase Completes: Open up Google Play pre-registration (Requires a near releasable stable app that passes review)	Release state (app status): iOS - Testflight Android - Alpha Force Closed Test		Release state (app status): iOS - Android -		Release state (app status): iOS - Android -		Release state (app status): iOS - Android -		A future so bright, we gotta wear shades...		
<b>Move to ROADMAP REVIEW</b>		<b>Move to Private Beta 0 (pre-reg)</b>		<b>Move to Beta 1</b>		<b>Move to Beta 2</b>		<b>Move to Post Launch</b>		<b>Post Launch+</b>	