

Mini Militia Classic Alpha & Beta Development Roadmap

11/5/2021

You are here (v0.5.x)

Devs are here

RELEASED v0.5.0		In Development		In Planning		In Planning		
100%	Alpha Phase 3	49%	Private Beta 0	1%	Private Beta 1	0%	Public Beta (Launch+)	Post Launch+
v0.1.7	100% Respond to urgent bug fixes from Phase 2 release	70%	Respond to tuning and bug fixes found in Alpha Phase 3 -No Damage -Map Misload -Crash on reopen from background/lock screen (not done yet) -Critical to Moderate operational bugs	0%	Continued tuning/bug fixing for launch	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...
v0.1.7	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)	75%	Expand Ranked Leaderboards - fix UI, add scores & coins, daily/weekly/annual, other stats TBD, search(not now, later)	10%	Develop initial game mode framework and add a new game mode to test -e.g., Ranked CTF, TDM, or Classic -Integrate into voting system	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	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
v0.1.7	100% Refactor server to manage game time. Forcing clients to change state, instead of reacting to changed states	5%	Add Pro Pass purchase capability and initial benefits (suppress ads, highlighted name, but not limited to this.)	0%	Add deeper game analytics for making future data based decisions about layer activity.	0%	Release new game modes (and related maps)	Chat emotes (text, possible new voice if sound engine still works) More group and team coordination emotes
v0.1.7	100% iOS Release Rejected->Resubmit: New submission is waiting for approval/rejection	15%	Add a way for players to earn Sponsor Tokens with special rewarded ad views	10%	More Server Side Control: Prevent cheating (reduce footprint of attack vectors) [Hardening Systems]	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
Part A	100% Add back a ranking system (prep for rank leaderboards)	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 latest 3rd party libraries are updated and working (Apple and Google have new requirements that must be met)			Add more features and services that can be accessed with Sponsor Tokens and Pro Pass
Part A	100% Add a point earn system derived from games played (starting with Quick Play) that add points to MMC profiles	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.]	10%	Implement the new scalable games servers to flex with demand (includes regional support capability and match routing)	0%	Develop Push Notifications Systems. (Invites, Messages, final scoring results, TBD, etc. al.)	Expand the Armory -weapon stats -out of game zoom configuration management -placeholders to manage custom skins (with token unlocks, etc.)
Part A	100% Address the new v0.1.7 crashes	25%	Improve server control and awareness over player game states (e.g., spawn time, player game state transitions, etc.)	0%	Ensure minimum requirements for data, privacy, security, parental controls and censoring are ready for launch (legal)	0%	Implement seeding/matching system for Quick Play/Ranked Games	UI Redo Classic+ -Visual Rearrangements -Custom fonts etc.
Part A&B	100% Introduce "Loadouts" (used between lives) & "Armory" (after game equipment management and configuration)	100% v0.5.2	Loadout Tuning: Present loadout option at game start	0%	Ensure Feedback, Customer, and Technical Support strategies/elements (web, email, backoffice tools etc.) are in place for launch			New Custom HUD system. -More control over action buttons, etc. -Custom chrome and image support -Sharable between users
Part B	100% Add in 'Android Billing 3' to replace existing purchasing flows and support purchasing & subscriptions (removes old GPG libs causing ARMEABI compile to fail)	100%	Adjust health display to better reflect server controlled health state (not perfect, just better.)	5%	Implement a Daily Return Reward (Battle Coins and/or Sponsor Tokens) [possibly arriving sooner as work allows]	TBD	Expand Pro Pass Offerings	
Part A v0.2.0	100% Refactor client server to manage player spawns (was Part B)	0%	Implement Rank "rewards and discounts"			TBD	Network improvements: Prediction and Smoothing	
Part D	100% Refactor server to manage weapon spawning (no longer host player managed)	25%	Coin->Token Conversion: Add a way to convert battle coins to Sponsor Tokens (note: one way only)	TBD	Expand profile data displays (Alpha/Beta stats, badges, titles, awards, etc.)	TBD	Expand profile data displays (Alpha/Beta stats, badges, titles, awards, etc.)	
Part B	100% Bug Fixes Part A/B (v0.3.1/0.3.0)			TBD	Add a regional support solution to quick play	0%	Reset Leaderboards and archive pre-release seasons in prep for public launch	
Part B v0.4.1	100% Design & Implement Specials		Execute Order 66: Planned Player Alpha Data Reset/Archive	TBD	Expand Pro Pass Offerings -e.g., Exclusive stuff (nameplates) and select gated features that bypass token expense		Execute Order 99: Planned Player Beta Data Reset/Archive Part Deux (i.e., the Great Reset)	
Part C v0.4.2	100% Add support for ARMEABI (older phones and more CPUs). Open up support to run as far back as Android 4.0. Maybe non-functional under Android v4.4 (x86 and x86_64 remains to be solved.)		When Phase Completes: Open up Google Play pre-registration (Requires a near releasable stable app that passes review)		When Phase Completes: Move to early access on Google Play (IAB and Subscription billing will be live)		Launch all stable platforms simultaneously FIRE ZE MIZZILES!!! LETS GOOOOOOO!!!	A future so bright, we gotta wear shades...
Alpha Phase 3		Private Beta 0		Private Beta 1		Public Beta (Launch)		Post Launch+