

Mini Militia Classic Alpha & Beta Development Roadmap

5/31/2022

You are here (v0.8.3)		Devs are here			
In Development	ROADMAP REVIEW	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, v0.5.2, v0.6.1, v0.6.2, v0.6.3, v0.7.0, v0.7.2, v0.7.3, v0.8.0, v0.8.1, v0.8.3	BEFORE Android Pre-Registration:	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...
100% v0.6.1 Expand Ranked Leaderboards - fix UI, add scores, tokens, & coins	IAP: Build the consumables system (one time purchases) - Need to be able to purchase tokens (sacks of tokens) - Create passes for day, month and year - Research recurring system to make sure model can handle it - Determine cost matrix	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	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
70% v? Add Pro Pass purchase capability and initial benefits (suppress ads, highlighted name, more to be added later.)		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	DURING Pre-Registration (max 90 days) Tasks needed to Move to Beta 0:	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.]	Testing - Make sure the monetization system is working - Current release crashes fixed (on-going)	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
100% v0.6.1 Improve server control and awareness over player game states.	Stabilize Cv4 META (still to be defined)	TBD 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.)	Expand the Armory -weapon stats -out of game zoom configuration management -placeholders to manage custom skins (with token unlocks, etc.)
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 - Add regional support to give players a choice of what region to connect to	TBD Improve/Tighten No Auth/New Player Experience.		0% Implement seeding/matching system for Quick Play/Ranked Games	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.)	Adjust user XP rank level requirements? (still being considered)			5% Implement re-engagement rewards. ranking up, a daily return reward (i.e., Tokens) [possibly arriving sooner as work allows]	New Custom HUD system. -More control over action buttons, etc. -Custom chrome and image support -Sharable between users
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			TBD 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]	Leaderboards performance issues resolved for scaling				? -Integrate Game Modes into QP voting system
100% Replace Ad System (3rd party Systems Changed and we have to move to a new ad sdk system)			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		TBD Expand Premium Pass Offerings -e.g., Exclusive stuff (nameplates) and select gated features that bypass token expense -Token purchased "Day Pass"	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...
Move to ROADMAP REVIEW	Move to Private Beta 0 (pre-reg)	Move to Beta 1	Move to Beta 2	Move to Post Launch	Post Launch+