

The background is a dark, atmospheric landscape. A path of light leads from the foreground towards a distant, glowing structure that resembles a castle or a large building. The sky is filled with dark, swirling clouds, and there are faint lights and smoke rising from the structure in the distance. The overall mood is mysterious and ominous.

THE ROAD TO  
**VELHALLA**

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# THE ROAD TO VELHALLA

Timeline	Summarized Informations	Project Planning	Engineering	Art
Oct 2021	<ul style="list-style-type: none"> <li>✔ Game Research</li> <li>✔ NFT Research</li> <li>✔ Concept Design</li> </ul>			
Nov 2021	<ul style="list-style-type: none"> <li>✔ Set-up Complete Development Environment</li> <li>✔ Begin Character Design</li> <li>✔ Begin Velhalla World Design</li> <li>✔ IDO Launch</li> <li>✔ SCAR Yield Farm on WagyuSwap</li> <li>✔ Release Gameplay PDF</li> </ul>			
Dec 2021	<ul style="list-style-type: none"> <li>✔ Monthly development release update</li> <li>✔ *Sneak Peek at the Planet System</li> <li>✔ *Sneak Peek of Character illustrations &amp; 3D models</li> </ul>	<p>Plans for the 3D visuals of the planet lands for sale</p> <p>Character illustrations &amp; 3D models</p> <p>Store interface design for land purchase</p> <p>Website planning for land loot box distribution</p> <p>Loot box related planning (size, animations, contents)</p> <p>Smart contract planning (for loot box)</p> <p>Planning distribution of resource and land on the 2nd layer of the planet</p>	<p>Development of the visuals for the planet (1st layer)</p> <p>Account related development (registration, 3rd party-platform)</p> <p>Development of smart contract (for loot box)</p> <p>Set up the foundations for the environment</p>	<p>Development of the visuals for the planet (1st layer)</p> <p>Illustrate all the characters on the web site</p> <p>3D character models</p>
Jan 2022	<ul style="list-style-type: none"> <li>✔ Announce the four factions.</li> <li>✔ SCAR Staking (Stake SCAR to Earn SCAR on velhalla.io)</li> <li>✔ Monthly development release update <ul style="list-style-type: none"> <li>*Brief overview on land management gameplay.</li> <li>*Information on the structure of the land system.</li> <li>*Sneak Peek of Character illustrations &amp; 3D models</li> </ul> </li> <li>✔ Release of Velhalla Comicbook NFT Collectible Series:Chapter 1</li> <li>✔ Head of Game Development - Ask Me Anything</li> </ul>	<p>Game economy planning</p> <p>Real-estate management gameplay planning. (Including building structures and staking)</p> <p>Character units planning and design</p> <p>Smart contract (land related) planning</p>	<p>Web site development for real-estate loot chest</p> <p>Development of loot chest related things (animations, distribution)</p> <p>Development of planetary system (2nd layer)</p> <p>Smart contract (land related) development</p>	<p>Web site development for real-estate loot chest</p> <p>Loot chest animations</p> <p>An illustration of each of the four factions</p> <p>Unit character card design</p> <p>3D character models</p>

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Feb 2022	<ul style="list-style-type: none"> <li>✔ Characters In-Game Footage</li> <li>✔ Monthly development release update               <ul style="list-style-type: none"> <li>*Unit briefings</li> <li>*Character illustrations &amp; 3D models</li> </ul> </li> <li>✔ <b>Release of Velhalla Comicbook NFT Collectible Series: Chapter 2 and 3</b></li> <li>✔ Silver and Gold Card NFT Claiming Platform on velhalla.io</li> </ul>	<p>Testing the land selling web page. (Stress and function tests)</p> <p>Trading post planning</p> <p>Unit character planning</p>	<p>Planetary development (3rd layer)</p> <p>Units/skills development</p> <p>Land gameplay development (Including building structures and staking)</p>	<p>Character illustrations</p> <p>3D character models</p> <p>Structure models</p> <p>Land system related interface</p> <p>Trading post interface</p>
Mar 2022	<ul style="list-style-type: none"> <li>✔ <b>Launch of Metaverse on Velhalla website</b></li> <li>✔ <b>Release of Velhalla Comicbook NFT Collectible Series: Chapter 4</b></li> <li>✔ Character Illustrations and 3D Models</li> </ul>	<p>Synthesis mechanic planning</p> <p>Combat system (units and skills) planning</p> <p>Home system planning</p> <p>Unit character design</p>	<p>Land gameplay development (Including structures, transportation, and staking)</p> <p>Development of trading post</p> <p>Connect to open sea</p>	<p>Character illustrations</p> <p>3D character models</p> <p>Structure models</p> <p>Synthesis system interface</p> <p>Home system interface</p>
Apr 2022	<ul style="list-style-type: none"> <li>✔ <b>1st Wave Loot Box Land Sale</b></li> <li>✔ - Weekly Release Note:               <ul style="list-style-type: none"> <li>*Home overview</li> <li>*Planet overview</li> <li>*Character illustrations &amp; 3D models</li> </ul> </li> <li>✔ - <b>Release of Velhalla Comicbook NFT Collectible Series: Chapter 5</b></li> <li>✔ - Redeeming of the Goldarm Borr on velhalla.io</li> <li>✔ - Launch of the exclusive channels on discord</li> <li>✔ - Monthly Development Release Update</li> </ul>	<p>Combat system planning (Tiles [including towers and walls] and trap deployment mechanics)</p> <p>Combat system planning (Siege-type gameplay)</p> <p>Character unit and tile design</p> <p>Overall planet system test</p>	<p>Synthesis system development</p> <p>Home system development</p>	<p>Character illustration</p> <p>Character 3D model</p> <p>Structure models</p> <p>Character animation/effects</p> <p>Battle system interface</p>

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May 2022	<p><b>2nd Wave Loot Box Land Sale</b></p> <p><b>Mini Game Release</b></p> <p>Head of Game Development (Ask Me Anything)</p>	<p>Character unit, tile design</p> <p>Main storyline (tutorial, animations, progression) planning</p> <p>Store management</p>	<p>Playable planet release</p> <p>Combat system development (Tiles [including towers and walls] and trap deployment mechanics)</p> <p>Planetary system optimization and bug fixes</p>	<p>Character illustration</p> <p>Character 3D model</p> <p>Character animation/effects</p> <p>Tutorial related materials</p>
Jun 2022	<p><b>3rd Wave Loot Box Land Sale</b></p> <p><b>Playable Planet Release</b></p> <p>Metaverse Footage Release</p>	<p>GMTool Planning</p> <p>Character unit, Tile design</p> <p>Combat system test</p>	<p>Combat system development (Siege Gameplay)</p> <p>Combat system development (Defense Gameplay)</p>	<p>Character illustration</p> <p>Character 3D model</p> <p>Character animation/effects</p>
Jul 2022	<p><b>Playable Combat System (Siege) Release</b></p>	<p>Character unit, Tile design</p> <p>Player information planning</p> <p>Settings planning</p>	<p>Release playable combat gameplay (both Siege and Defense) system</p> <p>Combat system optimization</p>	<p>Character illustration</p> <p>Character 3D model</p> <p>Character animation/effects</p>
Aug 2022	<p><b>Playable Combat System (Defense) Release</b></p>	<p>Character unit, Tile design</p> <p>Game Log planning</p> <p>Alerts (new message alerts) system planning</p> <p>Game broadcast features planning</p>	<p>GMTool development</p> <p>Store development</p> <p>Main storyline (Tutorial, Animation, Progression) development</p>	<p>Character illustration</p> <p>Character 3D model</p> <p>Character animation/effects</p> <p>Mailbox and alerts interface</p>
Sept 2022	<p>Extended Characters, Items and Dungeons Sneak Peek</p>	<p>Character unit, Tile design</p> <p>Public announcement system planning</p> <p>Broadcast system planning</p> <p>Mailbox system planning</p>	<p>Game Log development</p> <p>Player information development</p> <p>Settings development</p> <p>Alerts (New message alerts) system development</p>	<p>Character illustration</p> <p>Character 3D model</p> <p>Character animation/effects</p> <p>Personal information and settings interface</p>

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Oct 2022	PC, MacOS, iOS, Android Environment Test	Character unit, Tile design	Mailbox system development	Character illustration Character 3D model Character animation/effects
		Public release environmental setting design	Public announcement system development	
		Operational report planning (retention rate, payout rate, etc.)	Broadcast system development	
			PC, IOS, Android, MAC environment test	
Nov 2022	Bug bounty and audits program	Character unit, Tile design	Broadcast system development	Character illustration
		Game system and pressure test	Operational report development (retention rate, payout rate, etc.)	Character 3D model
		Focus group test	Bug fix	Character animation/effects
Dec 2022	<b>Full Official Game Release for all platforms!</b>	Character unit, Tile design	Game official release	Character illustration
		Game official release		Character 3D model Character animation/effects