VELHALLA | Roadmap

Timeline	Summarized Informations	Project Planning	Engineering	Art
Oct 2021	✅ Game Research ✅ NFT Research ✅ Concept Design			
Nov 2021	✅ Set-up Complete Development Environment ✅ Begin Character Design ✅ Begin Velhalla World Design ✅ IDO Launch ✅ SCAR Yield Farm on WagyuSwap ✅ Release Gameplay PDF			
Dec 2021	✅ Monthly development release update ✅ Sneak Peek at the Planet System ✅ Sneak Peek of Character illustrations & 3D models	- Plans for the 3D visuals of the planet lands for sale - Character illustrations & 3D models - Store interface design for land purchase - Website planning for land loot box distribution - Loot box related planning (size, animations, contents) - Smart contract planning (for loot box) - Planning distribution of resource and land on the 2nd layer of the planet	- Development of the visuals for the planet (1st layer) - Account related development (registration, 3rd party-platform) - Development of smart contract (for loot box) - Set up the foundations for the environment	- Development of the visuals for the planet (1st layer) - Illustrate all the characters on the web site - 3D character models
Jan 2022	✅ Announce the four factions. ✅ SCAR Staking (Stake SCAR to Earn SCAR on velhalla.io) ✅ Monthly development release update *Brief overview on land management gameplay. *Information on the structure of the land system. *Sneak Peek of Character illustrations & 3D models ✅ Release of Velhalla Comicbook NFT Collectible Series: Chapter 1 ✅ Head of Game Development - Ask Me Anything	- Game economy planning - Real-estate management gameplay planning. (Including building structures and staking) - Character units planning and design - Smart contract (land related) planning	- Web site development for real-estate loot chest - Development of loot chest related things (animations, distribution) - Development of planetary system (2nd layer) - Smart contract (land related) development	- Web site development for real-estate loot chest - Loot chest animations - An illustration of each of the four factions - Unit character card design - 3D character models

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Feb 2022	✅ Characters In-Game Footage ✅ Monthly development release update *Unit briefings *Character illustrations & 3D models ✅ Release of Velhalla Comicbook NFT Collectible Series: Chapter 2 and 3 ✅ Silver and Gold Card NFT Claiming Platform on velhalla.io	- Testing the land selling web page. (Stress and function tests) - Trading post planning - Unit character planning	- Planetary development (3rd layer) - Units/skills development - Land gameplay development (Including building structures and staking)	- Character illustrations - 3D character models - Structure models - Land system related interface
Mar 2022	✅ Launch of METAVERSE on velhalla.io ✅ Release of Velhalla Comicbook NFT Collectible Series: Chapter 4 ✅ Character illustrations & 3D models	- Synthesis mechanic planning - Combat system (units and skills) planning - Home system planning - Unit character design	- Land gameplay development (Including structures, transportation, and staking) - Development of trading post - Connect to open sea	- Character illustrations - 3D character models - Structure models - Synthesis system interface - Home system interface
Apr 2022	✅ 1st Wave of Loot Box Land Sale ✅ Weekly Release Note: *Home overview *Planet overview *Character illustrations & 3D models ✅ Release of Velhalla Comicbook NFT Collectible Series: Chapter 5 ✅ Redeeming of the Goldarm Borr on velhalla.io ✅ Launch of the exclusive channels on discord ✅ Monthly Development Release Update	- Combat system planning (Tiles [including towers and walls] and trap deployment mechanics) - Combat system planning (Siege-type gameplay) - Character unit and tile design - Overall planet system test	- Synthesis system development - Home system development	- Character illustration - Character 3D model - Structure models - Character animation/effects - Battle system interface
May 2022	✅ 2nd Wave of Loot Box Land Sale ✅ Launch of Land Upgrade ✅ MINI GAME RELEASE ✅ Head of Game Development - Ask Me Anything	- Character unit, tile design - Main storyline (tutorial, animations, progression) planning - Store management	- Playable planet release - Combat system development (Tiles [including towers and walls] and trap deployment mechanics) - Planetary system optimization and bug fixes	- Character illustration - Character 3D model - Character animation/effects - Tutorial related materials

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Jun 2022	✅ Release Land Upgrade Airdrop System ✅ Release Mini Game Airdrop System ✅ Monthly development release update	- Battle system planning - Building system planning. - Land Upgrade Airdrop Planning and Testing - PFP NFT Design and Planning	- Combat system development I. - Homebase system development I. - Smart Contract (Land upgrade, Land Combine, Land Airdrop) development. - Airdrop system development. - Harvest System development I.	- Character illustration. - Character 3D model. - Character animation/effects - VFX development. - PFP NFT Desgin - Building Interface Design - Harvest Interface Design
July 2022	**- 3rd Wave Loot Box Land Sale** **- Land Exchange System Release** **- Release of Velhalla Comicbook NFT Collectible Series: Chapter 6**	- Player information planning. - Harvest system planning. - Building system planning. - Battle system planning.	- PFP NFT Smart Contract Development - PFP NFT Graphics Layer Development - PFP NFT Website Development - Combat system development II. - Harvest System development II. - Homebase system development II. - Twitter/Facebook Login System Development. - Airdrop system development II.	- Character illustration. - Character 3D model. - Character animation/effects - VFX development. - PFP NFT art production. - Building Interface Design - Harvest Interface Design - Battle system interface desgin.
Aug 2022	**- Playable Combat System (Offense) sneak peek preview.** **- Homebase/Harvest System Pre-Alpha sneak peek preview.** **- Resource Import/Export System.** **- 4th Land Sale (Lands: TBD)** **- Unveil Velhalla's PFP NFT** **- Twitter/Facebook Login System release.**	- Game store planning. - Alerts (new message alerts) system planning. - Mission system planning/ Daily reward planning. - Combat system planning. - Character unit, tile design - Game broadcast features planning. - Building system planning. - Harvest system planning.	- Resource Import/Export System development. - Combat system development III. - Harvest System development III. - Homebase system development III.	- Character illustration. - Character 3D model. - Character animation/effects - Mailbox and alerts interface - PFP NFT art production. - Battle system interface desgin.

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Sep 2022	**- Playable Combat System (Defense) Pre-Alpha sneak peek preview.** **- Homebase/Harvest System Pre-Alpha Release** **- 5th Land Sale (Lands: TBD) (Price Raised)**	- Game store planning. - Public announcement system planning - Broadcast system planning. - Mailbox system planning. - Home system testing. - Combat system testing. - Harvest system testing.	- GameLog development. - Player information development. - Settings development. - Store development. - Alerts (new message alerts) system development. - Combat system development IV. - Homebase/Harvest System development IV.	- Battle system interface optimization. - Harvest system interface optimization. - Building system interface optimization. - Game store interfade design. - VFX development. - Broadcast system/ announcement system interface design.
Oct 2022	**- Playable Combat System (Offense) Pre-Alpha Release** **- Playable Combat System (Defense) Pre-Alpha Release** **- Homebase/Harvest System Pre-Alpha Release II** **6th Land Sale (Lands:TBD) (Price Raised)**	- In-game trade room planning - Home system testing. - Combat system testing. - Building Function testing. - GMTool Planning	- Mailbox system development. - Broadcast system development. - Announcement system development. - In-game trade room development I - Mail system development. - Combat/Harvest/Homebase system development V	- VFX development. - Battle/Harvest/Building system visual optimzation. - Visual optimization
Nov 2022	**- Combat System Alpha Release** **- Homebase/Harvest System Alpha Release** **- 7th Land Sale (Lands:TBD) (Price Raised)**	- Design optimization. - Main tutorial/progression planning. - Home system testing. - Combat system testing. - Building Function testing.	- Bug fix. - Main storyline (tutorial, animation, progression) development I. - In-game trade room development II - Cross platform development and optimization.	- VFX development. - Battle/Harvest/Building system visual optimzation. - Visual optimization
Dec 2022	**- Combat System Alpha Release I** **- Homebase/Harvest System Alpha Release II** **- 8th Land Sale (Lands:TBD) (Price Raised)**	- Design optimization. - Main tutorial/progression planning. - Home system testing. - Combat system testing. - Building Function testing.	- Cross platform development and optimization II. - Bug fix. - GMTool development I. - Main storyline (tutorial, animation, progression) development II. - In-game trade room development III	- VFX development. - Battle/Harvest/Building system visual optimzation. - Mission System/Daily Rewards System UI design. - Visual optimization

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Jan 2023	**Mission System/Daily Rewards System Alpha Release** **Mail System Alpha Release** **Broadcast system Alpha Release** **Annoucement System Alpha Release**	Home system testing. Combat system testing. Building Function testing. All other system function testing optimiation.	Bug fix. GMTool development II. In-game trade room development III Cross platform development and optimization.	Visual optimization VFX development.
	GMTool Release. **Cambat System Alpha Release III** **Homebase/Harvest System Alpha Release III** **Game Alpha Release.**	Full System testing. Focus group testing. Load testing.	Operational report development (retention rate, payout rate, etc.) Bug fixes. Bug fixes. Bug Fixes.	Character illustration. Character 3D model. Character animation/effects VFX development.
Feb 2023	**Full Official Game Release for all platforms (Include iOS/Android)**	Operational report planning (retention rate, payout rate, etc.) Focus group testing. Load testing.	Operational report development (retention rate, payout rate, etc.) Bug fixes. Bug fixes. Bug Fixes.	Character 3D model. Character animation/effects VFX development.

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