

PEPITO KART GAME DEVELOPMENT ROAD MAP

WEB: <https://lilpepito.com/>

NFT: <https://lilpepito.herokuapp.com/>

UI:

<https://www.figma.com/proto/CDGtEos6HPEUrNY3JIE1IG/PEPITO-KART?node-id=22-152&scaling=scale-down&page-id=0%3A1&starting-point-node-id=3%3A2>

Project Overview: We are embarking on the development of a web-based game inspired by Mario Kart, leveraging Web3 technology. The game will provide users with the option to play for free or stake their tokens to bet on races. In addition, users who own any of our pre-made 500 NFT collection will have the ability to use them as custom riders, granting access to additional earnings from game stake rewards on the platform. The game will consist of a total of 10 levels. This milestone document outlines the progressive goals from the start to the completion of the project.

Milestone 1: Project Setup and Basic Game Mechanics

- Establish the core development team and roles.
- Set up project management tools and communication channels.
- Conduct initial research on Web3 integration and game development frameworks.
- Define the basic game mechanics, including movement, racing tracks, and collision detection.
- Create a prototype with a single playable level, allowing users to control a generic character and navigate the track.

Milestone 2: Staking and Betting System

- Design and implement a staking system allowing users to bet their tokens on races.
- Integrate a wallet system for managing user tokens using wallet connect web3 js library and metamask login

- Develop the backend infrastructure to handle staking transactions securely.
- Implement a smart contract for handling race bets and rewards.
- Create a user interface for staking and betting on races.

Milestone 3: NFT Integration

- Design and implement NFT integration into the game.
Here is the link tot the minted nfts on the blockchain
- <https://bscscan.com/token/0x8f7d1bd0af96ed362653cac87c11a48832366a35>
- Develop a system for users to select and use their NFTs as custom riders.
- Enable NFT ownership verification and access control.
Using the json files to create nft character and verification system
- Integrate NFT-related features into the staking and reward systems.
- Create a user interface for managing NFTs and custom riders.

Milestone 4: Level Design and Track Development

- Plan and design the remaining 9 levels of the game.
- Create diverse racing tracks with varying themes and challenges.
- Implement level progression and unlock mechanics.
- Test and iterate on the gameplay experience, ensuring a balance between fun and competitiveness.

Milestone 5: Rewards and Leaderboards

- Develop a reward system that distributes earnings to winning bettors and NFT owners.
- Implement leaderboards to track player performance and race results.
- Integrate rewards and leaderboards with Web3 technology for transparency and immutability.
- Create a user interface to display race results, rewards, and leaderboard standings.

Milestone 6: Testing, Bug Fixes, and Optimization

- Conduct thorough testing of the game across different platforms and devices.
- Identify and resolve any bugs or issues that arise during testing.
- Optimize the game's performance to ensure smooth gameplay and responsiveness.

- Gather user feedback and make necessary adjustments based on the feedback.

Milestone 7: Deployment and Launch

- Prepare the game for deployment on the selected platform(s).
- Conduct final testing and quality assurance checks.
- Deploy the game to the production environment.
- Monitor the initial launch phase for any issues or performance bottlenecks.
- Announce the official launch and promote the game to the target audience.

Milestone 8: Post-Launch Support and Updates

- Provide ongoing support to address user inquiries and technical issues.
- Gather user feedback and insights to inform future updates and improvements.
- Plan and implement updates, including new levels, features, and NFT releases.
- Continuously monitor and optimize the game's performance and security.