

Roadmap

2022

Q1

- Whitepaper v1.0 published ✓
- Fundraise complete with 40+ investors
- First arena brawler prototype complete
- Initial user testing and market fit eval
- Art and narrative pre-production started
- \$FURY Smart contract received 10/10 audit safety rating

Q2

- \$FURY Smart contract deployed ✓
- Character designs finalized
- Initial arena designs finalized
- Concepts for initial locations
- First game economy concept
- Backend environment launched

Q3

- Announcement trailer ✓
- Closed player testing
- SMPTE media summit panel participation
- Pivot to extraction shooter
- Rework first extraction prototype

Q4

- Initial mechanic MVP demo ✓
- WOW Summit, Web Summit, BreakPoint conference participations
- Closed MVP demo testing and improvements
- Itemization system updates and improvements
- Token2049, GameFi Hanoi gaming week & other events
- Started work on backend scale up

2023

Q1

- Forge Map - Finished ✓
- All initial enemy designs done and tested
- Player ability overhaul and new ability tree
- Hideout implemented
- Update player progression design to a classless system

Q2

- Restricted Area 72 Map - Finished ✓
- Map randomization engine finished
- Main story character designs and backstories
- Crafting system implementation
- Signing major platform for distribution

Q3

- Nuclear Testing Site Map - Finished ✓
- Massive rebalancing campaign to increase player retention
- Extraction mechanics finished
- Enemy AI rework

Q4

- Bloodfrost Forest Map - Finished ✓
- All initial boss designs done and tested
- Mission and dialogue systems implemented
- Major rebalancing campaign based on user testing

2024

Q1

- Global closed alpha testing
- Initial story cut-scenes added
- Soundtrack by award winning artists
- IDO announcements

Q2

- Chain partnership announcements
- IDO on 3 top tier launchpads
- Initial Listing on 2 top tier centralized exchanges
- Additional listings
- Global public alpha release
- Global public co-op system release and testing

Q3

- Live analytics telemetry integration
- Seasonal event introduction
- Dynamic map event implementation

Q4

- Global PvP system release and testing
- Launch on top storefronts with Season 1
- UGC itemization system testing & beta
- Guild system integration testing & beta
- Preparation for Season 2

2025

- Launch of Season 2
- Launch of UGC monetisation
- Launch of Season 2 in-game economy
- Porting preparation to Consoles

- NFT interoperability gaming partnerships
- Expanding the game world - new IP, new game modes, new games & features