ENGINES OF FURY

Roadmap

2022



• 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

 \checkmark

 \checkmark

• \$FURY Smart contract deployed

 \checkmark

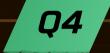
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• Character designs finalized

- Initial arena designs finalized
- Concepts for initial locations
- First game economy concept

Backend environment launched





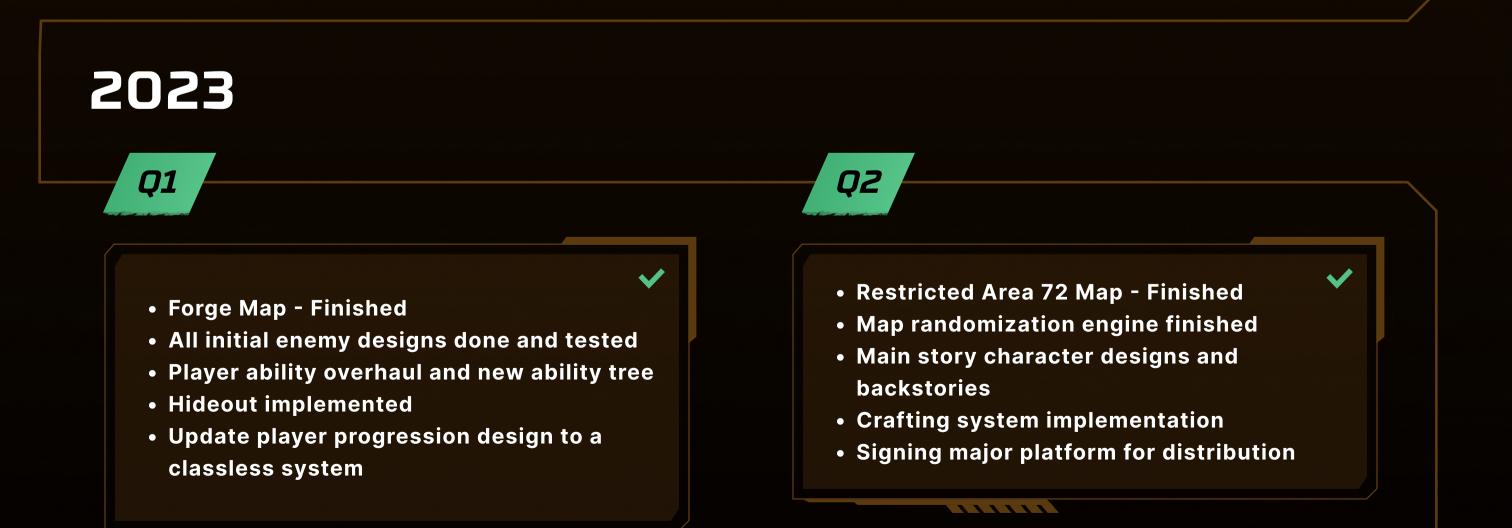
- Announcement trailer
- Closed player testing
- SMPTE media summit panel participation
- Pivot to extraction shooter

- Initial mechanic MVP demo
- WOW Summit, Web Summit, BreakPoint conference participations
- Closed MVP demo testing and improvements

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• Rework first extraction prototype

- Itemization system updates and improvements
- Token2049, GameFi Hanoi gaming week & other events
- Started work on backend scale up



ENGINES OF FURY

Q4



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

• Enemy Al rework

- Bloodfrost Forest Map Finished
- All initial boss designs done and tested
- Mission and dialogue systems implemented

 Major rebalancing campaign based on user testing

2024



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



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