

# Dare Social App – Feature Roadmap

## ◆ MVP (Minimum Viable Product) – Launch Version

These are the must-have features for the December 15th release.

- **User Accounts & Profiles** → Sign-up/login, profile picture, Stone balance
  - **Dare Creation & Feed** → Users create dares, view public/friend dares in feed
  - **Accept/Decline Dares** → Users can accept or reject challenges
  - **Proof Submission** → Upload photos/videos to complete a dare
  - **Leaderboard** → Rankings by Stone earned (Top 3 + last place)
  - **Wallet (Stone Currency)** → Track balance, transactions, and rewards
  - **Push Notifications** → Alerts for new dares, leaderboard changes, proofs
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## ◆ Phase 2 – Engagement & Growth

Adds features that deepen engagement and encourage viral growth.

- **Comments & Reactions** → Social interaction on proof submissions
  - **Direct Messaging** → Chat between users for dares and coordination
  - **Daily Challenges & Streaks** → Incentives for consistent use
  - **Achievements & Badges** → Gamification layer for milestones
  - **Referral Codes** → Invite friends, earn bonus Stone
  - **Social Sharing** → Share completed dares to TikTok, Instagram, X
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## ◆ Future Vision – Expansion & Monetization

Big-picture features that can unlock scalability and revenue.

- **Custom Dare Packs** → Branded or sponsored challenge collections
  - **Stone Shop** → Spend currency on cosmetic items (avatars, frames, profile themes)
  - **Premium Subscriptions** → Ad-free, exclusive dares, bonus multipliers
  - **AI Moderation** → Auto-flag inappropriate proof content
  - **Geo-Based Dares** → Location-specific challenges for campuses or events
  - **Team Competitions** → Group vs. group leaderboard battles
  - **Highlight Reels** → Auto-generated weekly video feed of top dares
  - **AR / Interactive Dares** → Future tech (filters, AR-based proofs)
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## ◆ Strategy Notes

- MVP focuses only on **core dare flow** (create → accept → proof → leaderboard).
- Phase 2 drives **retention + virality**.
- Future Vision enables **scaling + monetization**.