



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
-

◆ 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
-

◆ 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)

◆ Strategy Notes

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