**MIBS.gg**

(Consider change to KEEPS.io)

A screenshot of a video game

AI-generated content may be incorrect.

## NOTES FOR MP:

MENU / UI / OTHER

1. Plan Menu Hierarchy (what do I need)
2. Get UI / Menus designed professionally (make sure they work on **mobile** as well).
3. Create an end screen
4. Create a “Display Case” for Skins / MIBS Including how many kills each has.
5. Hall of fame:
   1. Most kills
   2. Highest payout single game (GOLDEN MIB KING)

GAME

1. Fix Fireball and Add in Free play MIB and EXPRESS MIB
2. Hard limit on width of MIBS. (After that only gets length).
3. Fine tune the diminishing returns to make it hard to get bigger after a while.
4. Add in Boost growth shrink (and multiple for the bigger you are the bigger the impact).
5. Fix the scatter effect (along MIB) and roll / scatter (consider chain explosion)
6. Make every segment the same layer as the lead MIB.
7. Reduce GPU strain / tidy up code.
8. Ensure consistent language – clipped, Mibs, peewees, keepsies, Friendlies, No quitsies, Ring, Ante, Chuck,
9. Consider peewee shadows on the sprite?

# THINGS FOR DEV

MENU / UI / OTHER FOR FREE PLAY

* Making sure buttons and UI all work (RETURN TO HOME BUTTON!)
* Making sure everything works on mobile as well (scaling etc).
* Create a login / connect discord (to enable tracking of bounties, unlock skins etc.
* Data Dashboard (need to be able to track the following metrics)
* Time of play (when)
* Number of plays (per profile per day & total)
* Average session time
* Average Bounty tier reached
* Average time as Golden MIB
* Registered players vs One-timers?
* Longest time as Golden MIB
* 3x Most popular Shooters
* Database of emails?
* Create MIB Transfer system – based on being defeated by a user twice (for premium skins)
  1. Can only lose a premium skin if defeated by a premium skin user twice (in same tier)
  2. Logging of who took it/ who you got it from (user)
* Hall of fame:
  1. Most kills
  2. Highest payout single game (GOLDEN MIB KING)
* If a player is the only player in the arena, and they exit, they need to be refunded their full buy-in.

MENU / UI / OTHER FOR KEEPS

1. Link Discord to Skin availability.
2. Link Wallet with PRIVY (or Other?)
3. Set up store for Skin / cosmetic purchases with wallet
4. Link Discord to:
   * Skin availability
   * Prize notifications and announcements
   * Golden MIB $
5. Queuing System and entry into the ‘ring’
6. Express token/ MIB implementation and store (spend them)
7. Smart Contract (payouts, major ‘tier’ trigger at $1m)

GAME

1). Fix Zoom (scaled correctly) to zoom out to make the visibility BETTER as you grow bigger, and HUD, Cashout etc. not changing with the zoom.

2). Make sure that the background has the Rings tile in the centre (double current size), and then plain tiles texture for the remainder.

3). Collision refinement (carrying over from first stage).

4). Refine effects , Sounds, Flashes etc.

# THINGS FOR BENNY

DISCORD

* Roles, bots etc.
* Setting up / linking into the game?
* Building community?

OTHER

* Research Influencers (and approach?)