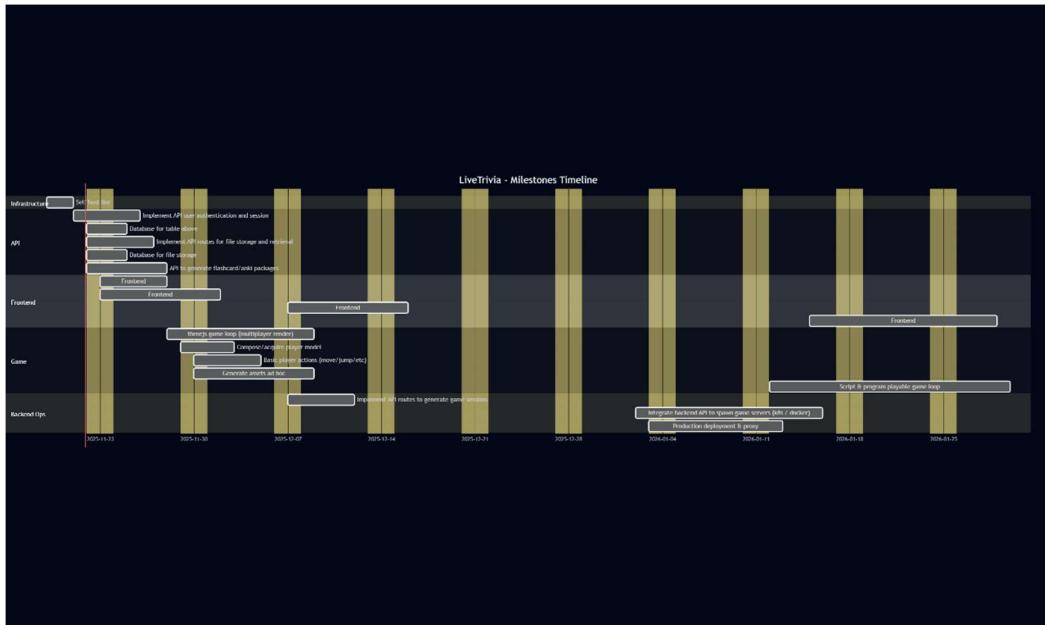


Milestones

Since I wrote the tasklist I have decided to not host grok.

1. Self host llm - **19/11/2025**
2. Implement API user authentication and session - **21/11/2025**
3. Database for table above - **22/11/2025**
4. Implement API routes for file storage and retrieval. - **22/11/2025**
5. Database for table above - **22/11/2025**
6. Implement API routes to generate flash card questions to anki packages. - **22/11/2025**
7. Develop frontend to implement the user session from task 2. - **23/11/2025**
8. Develop frontend to complete the actions from tasks 4 and 6. - **23/11/2025**
9. Develop threejs game loop to live render multiple players. - **28/11/2025**
10. Compose or acquire player model. - **29/11/2025**
11. Develop basic player actions, move, jump, ect. - **30/11/2025**
12. Generate assets ad hoc to create first game. - **30/11/2025**
13. Script and program game loop so the game is playable. - **12/1/2026**
14. Implement API routes to generate game sessions. - **7/12/2025**
15. Develop frontend to create and join game sessions. - **7/12/2025**
16. Develop and integrate frontend to serve the game client embedded in the frontend. - **15/1/2026**
17. Integrate backend API to spawn game servers - **1/2/2026**
 - kubernetes(helm)
 - docker(dind)
18. Figure out production deployment and proxy. - **1/3/2026**

Timeline



Effort Matrix

Number	Task	Effort	Assignee
1	Self host llm	High	Hayden
2	Implement API user authentication and session	Medium	Hayden
3	Database for table above	Medium	Hayden
4	Implement API routes for file storage and retrieval	Medium	Hayden
5	Database for file storage	Medium	Hayden
6	Implement API routes to generate flash card questions to anki packages	Medium	Hayden
7	Develop frontend to implement the user session from task 2	Low	Hayden
8	Develop frontend to complete the actions from tasks 4 and 6	Low	Hayden
9	Develop threejs game loop to live render multiple players	High	Hayden
10	Compose or acquire player model	Low	Hayden
11	Develop basic player actions (move, jump, etc.)	Medium	Hayden
12	Generate assets ad hoc to create first game	Medium	Hayden
13	Script and program game loop so the game is playable	High	Hayden
14	Implement API routes to generate game sessions	Medium	Hayden
15	Develop frontend to create and join game sessions	Low	Hayden
16	Develop and integrate frontend to serve the game client embedded	Medium	Hayden
17	Integrate backend API to spawn game servers (kubernetes / docker)	High	Hayden
18	Figure out production deployment and proxy	High	Hayden