

# NumeraLeague Development Roadmap

## PHASE 2.1 - Core Polish

- Replace placeholder UI with a cohesive stylized theme (e.g. arcade, sporty, comic)
- Add visual/sound feedback for AP usage, math success/failure, and action outcomes
- Implement idle, run, kick, and defend animations for player units
- Use screen shake or camera interpolation for dramatic moments (goals, tackles)
- Enhance the timer UI to visually pressure the player
- Add a 3-5 step interactive tutorial for first-time players

## PHASE 2.2 - Progression & Replayability

- Introduce a unit XP system with stat upgrades or new abilities
- Visual level-up feedback (e.g. glow, stars, level popups)
- Design power-ups (e.g., Retry, Auto-Pass, Freeze enemy) with limited use
- Add game modes: Exhibition Match (vs CPU or local 2P), League Mode with AI teams
- Difficulty scaling: increase math challenge difficulty as league progresses

## PHASE 2.3 - Educational Framing

- Add math category options (e.g., Addition, Subtraction, Multiplication)
- Implement adaptive difficulty based on performance history
- Link specific actions to math types (e.g., Pass = Add, Shoot = Multiply)

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- Display a post-match math performance summary (accuracy, streaks)
- Create a progress dashboard tracking player skill development
- Enable exportable stats for teachers/parents (optional)

## PHASE 2.4 - Expansion & Launch Readiness

- Add hotseat 2-player mode (turn-based on same device)
- Introduce custom team builder with names, colors, and emblems
- Create unit classes/traits: Fast, Strong, Smart, Balanced
- Implement goal replays and camera zooms on critical plays
- Add crowd noise and dynamic music for game momentum
- Design a logo, font, and trailer for branding and store presentation
- Package a 5-minute MVP demo with tutorial, match, and feedback UI

## Suggested 6-Month Timeline

- Month 1: Complete Phase 2.1 (visual polish, feedback systems, tutorial)
- Month 2: Add XP, leveling, basic 2-player mode
- Month 3: Implement League mode, power-ups, goal replays
- Month 4: Add curriculum alignment features and math categories

## **NumeraLeague Development Roadmap**

- Month 5: Create demo build and prepare trailer for marketing or pitching
- Month 6: Public launch or early access via itch.io, Steam, or edtech showcase