**Project Plan**

This is a high-level roadmap to guide development, from MVP to full launch, incorporating the homepage, Polygon, and haul specifics.

**Phase 1: MVP (3-6 Months)**

* **Goal**: Core app with basic hauler/poster functionality in one city.
* **Features**:
  + Hauler homepage: Map with $5 hauls (5 mi, 10 lbs), “Take Job” button.
  + Poster homepage: Simple post form ($5 base, PayPal/USDC), basic tracker.
  + Polygon payments: USDC escrow, MATIC gas.
  + No badges yet—focus on haul flow.
* **Tech**:
  + React Native frontend (MapView.js, JobCard.js).
  + Node.js backend (jobs, payments APIs).
  + HaulHub.sol for escrow.
* **Milestones**:
  + Month 1-2: UI mockups, Polygon testnet (Mumbai) setup.
  + Month 3-4: Job posting/claiming, payment integration.
  + Month 5-6: Test with 50 haulers, 100 hauls in one city (e.g., Austin).
* **Budget**: ~$20K (2 devs, $1K promo USDC, hosting).

**Phase 2: Gamification & Scaling (6-12 Months)**

* **Goal**: Add badges, stacking, and multi-city support.
* **Features**:
  + Hauler homepage: Badge display, list view toggle.
  + Poster homepage: Rush mode (+50%), detailed tracker.
  + Badges: “Speed Demon” (5 hauls), minted via BadgeNFT.sol.
  + AI stacking: Suggests multi-job routes.
  + Payments: Add credit cards, mobile wallets.
* **Tech**:
  + Badge.js, ai.js for stacking.
  + Expand payment.js (Stripe, Apple Pay).
* **Milestones**:
  + Month 7-9: Badges, stacking logic.
  + Month 10-12: 3 cities, 500 users, 2K hauls.
* **Budget**: ~$30K (3 devs, $2K promo, marketing).

**Phase 3: Full Launch (12-18 Months)**

* **Goal**: Polish, scale, and monetize.
* **Features**:
  + Hauler homepage: Filters (eco, payout), leaderboard.
  + Poster homepage: History, cancel option.
  + Eco-incentives: +10% USDC for bikes.
  + HUB token: Optional loyalty layer.
  + Monetization: 3% fee, rush surcharge.
* **Tech**:
  + Full Polygon mainnet deploy.
  + Optimize pricing.js for all cases (e.g., 15 mi, 50 lbs = $10).
* **Milestones**:
  + Month 13-15: Eco features, HUB prep.
  + Month 16-18: 10K users, 5 cities, partnerships (e.g., local shops).
* **Budget**: ~$50K (4 devs, $5K promo, ads).

**How to Use This as a Guide**

1. **Project Description**:
   * Share with devs, designers, and investors—keeps everyone aligned on the “$5 micro-freight on Polygon” vision.
   * Update as features evolve (e.g., add HUB later).
2. **Directory**:
   * Hand to your lead dev—start with /client and /contracts for MVP.
   * Expand /server as payments and AI grow.
3. **Project Plan**:
   * Break into sprints (e.g., 2-week cycles).
   * Track progress: “MapView.js done” = hauler homepage milestone.