ROADMAP

PEPE WRESTLING

Phase 0

Pre-launch Phase
- Research, Requirements and Concept of PEPEWWE
- Definition, Ruleset and Logic of the PEPEWWE Mechanics
- Legal Counsel and Security Policies
- Foundation, Key Building Blocks and Basic Setup
- Token Generation Event Preparation

Phase 0.1

Prototype Development
- Setup and Configuration
- Smart Contracts Programming
- Rule Test, Verification and Adaptations

Phase 0.2

Minimum viable Product
- Wallet and API Development
- Working Marketplace Demo
- Bsc Bep20 Non-Fungible Item Implementation
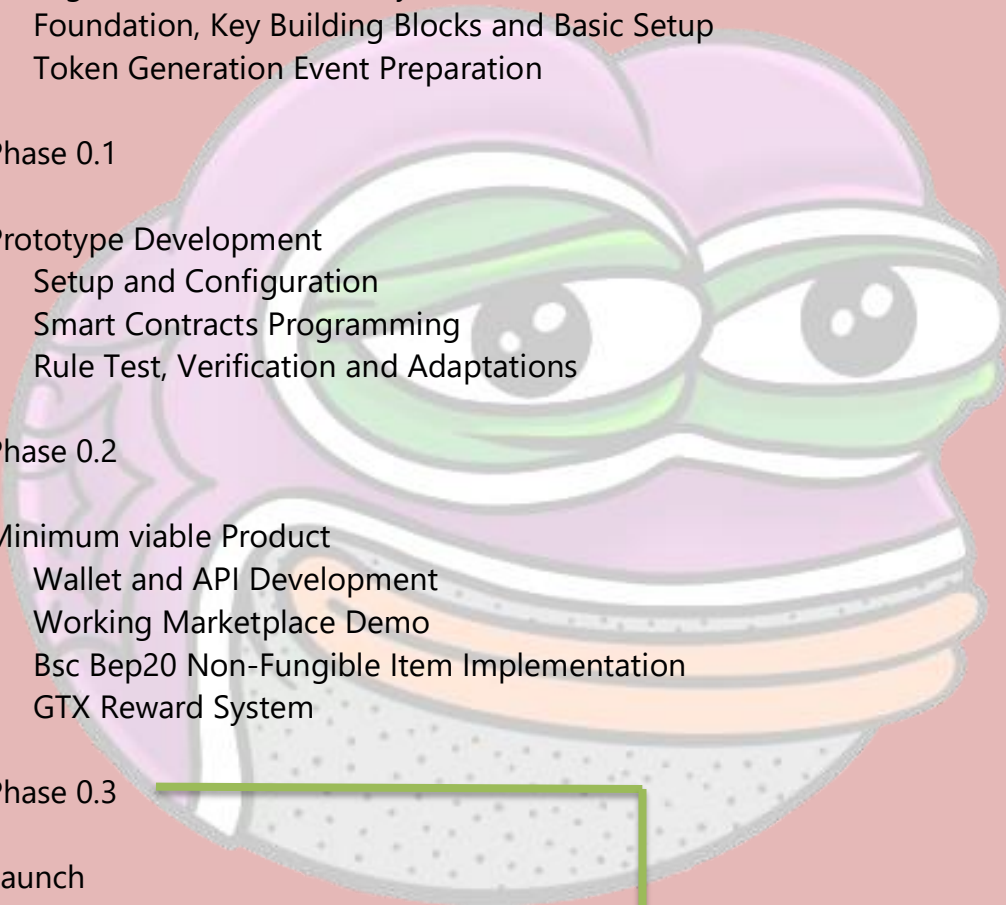- GTX Reward System

Phase 0.3

Launch
- Public Announcement
- Item Rental Feature Planning
- Scaling Solution Research

Demo Updates:
- Live Testing of Rental Feature
- Transparent Fees
- Item Filtering
- Inventory Pages

Presale & Fair Lounch
- Add Liquidty to contract Pankaceswap
- Lock LQ for one Year by DX sale App

Phase 1.0

Development
- Proof of Concept for Sidechain Scaling Solution
- Universal API Development
- Esports Team Partnerships
- Community Building Roadshows
- GitHub Smart Contract Release
- Burn all Dev Token
- Renounce Ownership
- Smart Contract Audit
- Production Sidechain Deployment
- Public Release
- Listing on Coingecko & coinmarketcap

Phase 2.0

Release and Expansion
- Token Generation Event
- New Game Integrations
- Blockchain Explorer Development
- Game SDKs
- Item Auction Function
- Designer's Corner
- Certik Audit

Phase 3.0

- Token Generation Event
- Listing on major CEX
- New Game Integrations
- Blockchain Explorer Development
- Game SDKs
- Item Auction Function
- Designer's Corner