Paint Forge Roadmap

# Introduction

This document outlines our strategic vision and planned development milestones for the continued growth and enhancement of Paint Forge.

Paint Forge is a mobile application designed for miniature paint hobbyists to organize and manage their paint collections. The app aims to provide users with a seamless and intuitive platform for cataloging their paints, facilitating informed purchasing decisions, and enhancing their overall painting experience.

This document has been created so that I can make sure that the scope of the project does not expand too far and that it can be completed in a short time frame. Throughout this document, you will find detailed information on key objectives, planned development phases, and future enhancements.

# Key Objectives

The main objective of this app is two functionalities. The first is cataloguing what paints a user currently has, the second is being able to wish list what a user wants. The app is meant to be relatively quick to develop and should not take more than half a year for the first version. It should have cloud saving and profile creation so that data can be accessed through multiple devices. Ad integration is also a vital part of the app as a means to keep it freely available to users and support my future developments.

# Development Phases

To outline objectives better, the roadmap has been divided into several distinct phases, each is focused on achieving specific objectives. Below each phase is a set of objectives that must be completed for that phase to be considered finished.

# Phase 1: Initial Development

The primary focus of Phase 1 is to establish the foundational framework of the Paint Forge app, and to deliver a first prototype of the application.

## Objectives:

* Implement Unity Cloud services
* Creation of paint items
* Link paint items to cloud services
* Back end automation for creating paints as well as ID verifications
* Basic UI to display all functionality
* Basic banner ad setup

# Phase 2: App store setup

Phase 2 is mainly focused on handling of legal responsibility as well as gaining access to publishing to the app stores.

Objectives

* Buy google play developer rights
* Setup page for google play, including handling all of their specific requirements
* Make a privacy policy to be transparent with the users as to what information is collected.
* Look into functionality of a login screen so that users can have access to their data across multiple devices
* Research important information regarding data collection.

# Phase 3: Polishing

This is the final phase of the application. Once the basic features have been implemented and the app stores as well as legal requirements are completed. The last phase begins. This will include improving the user experience through improved navigation, sign ups and better assets for the UI.

## Objectives:

* Create final ui
* Change out the temporary UI to be a polished version.
* Sign in for linked accounts.
* Automatic data deletion to follow legal guidelines.

# Future Enhancements

Whilst this application is meant to be relatively small and lightweight, there is potential to expand further on it. Below are some additional functionalities that could be added

* QR scanning to add paints
* Adding custom paints
* Paint by color tutorial showcases.
* New paint showcase