Zentora: Micro SaaS for Indie Game Development

Project Plan as of June 27, 2025

Overview

Zentora is a micro SaaS for indie game devs to plan projects and collaborate with artists via a gamified hub. It redefines game dev in the \$250B gaming market.

- Vision: Redefine indie game dev with collaborative tools and assets.
- Target: 500,000+ devs/artists.
- **Financial Goal**: \$4,000-\$20,000/month via subscriptions/commissions.
- **Timeline**: 6-9 months (MVP in 4-8 weeks).
- **Tech Stack**: Python (Django, SQLite), AWS S3, Stripe, Coinbase Commerce (Bitcoin, Tether, USDC), Three.js/Phaser.js, Bootstrap, Git Bash.
- Logo: Pixelated "Z" with hammer base, cyan (#00FFFF), indigo (#1A1B41), silver (#C0C0C0).

Core Features

Account Types

- Dev Account: Timeline, unlimited requests, marketplace uploads/downloads, social hub (post, vote, comment, link), 3D preview. Titles: Quest Giver (5 requests), Curator (5 assets), Trendsetter (5 upvoted recommendations).
- Regular User Account: Marketplace (view/upload, vote, filter), social hub (vote, comment, link), 1 request/month. Titles: Sprite Star (5 uploads), Art Champion (3 wins), Trendsetter.
- o Choose "Dev" or "User" at signup/login (account_type).

• Project Timeline (Dev-only)

Drag-and-drop tasks (title, description, deadline, status). Kanban board.

Social Hub

- o Idea submission (title, description, tags), voting, threaded comments.
- Link marketplace assets for upvoting in game discussions.
- Leaderboard for top ideas/assets.

Artwork Marketplace with Request & Reward System

- Uploads: Sprites, 3D models (PNG/JPEG/PSD, <10MB) with title, tags, license (free, CC0, paid).
- Requests: Title, description, style, genre, deadline, reward (cash via Stripe, crypto via Coinbase).

- Submissions: Artists submit; community votes; dev picks winner or top-voted wins.
- o **3D Preview Tool**: Three.js (.obj), Phaser.js (sprites).
- Search/Filters: Type, license, popularity.

Gamification

- o Titles: Quest Giver, Curator, Sprite Star, Art Champion, Trendsetter.
- Leaderboard: Top fulfillers/contributors.

Moderation

o Keyword filters, report button, manual review.

Pricing

• Free Tier:

- Dev: 10 tasks, 1 download/day, 1 request/month, social hub (vote).
- User: Marketplace (view, vote, 1 upload/month), social hub (vote, comment), 1 request/month.

• Solo Tier (\$8/month):

- Dev: Full timeline, unlimited requests/downloads, social hub (post, vote, comment, link), 3D preview, all titles.
- User: Unlimited uploads/downloads, social hub (post, vote, comment, link), 5
 requests/month, all titles.
- Team Tier (\$20/month, 5 Devs): Shared timelines, 10 requests/month, analytics.
- Rewards: 10% commission on cash/crypto.

Development Plan

Today (June 27, 2025, 7:35 PM EDT)

Tasks:

- Create logo in Canva (pixelated "Z," hammer, cyan/indigo/silver). Save to
 C:\Projects\Zentora\Assets\Logo.
- Install Python 3.10+, Django (pip install django), SQLite, Stripe (pip install stripe),
 Coinbase Commerce (pip install coinbase-commerce), AWS SDK (pip install boto3).
- o Create "Zentora" repo (git init, git add ., git commit -m "Initial setup", git push).
- o Run django-admin startproject zentora.
- Post on X/r/gamedev: "Would you use Zentora (\$8/month) with Dev/User accounts, crypto rewards, 3D previews?" (I can analyze responses).

Tomorrow

• Tasks:

- Set up signup/login with Dev/User selection (account_type).
- o Create blank timeline page (Devs).
- Tweak logo in Canva.
- o Commit (git add., git commit -m "Login with account types", git push).

This Week

• Tasks:

- o Build task CRUD (title, deadline, status) with Kanban view.
- o Create request form (title, description, reward, deadline).
- o Set up art upload (file, title, license) with AWS S3.
- Add logo to templates/base.html.
- o Test locally (python manage.py runserver).

Week 2-4

• Tasks:

- o Build social hub: ideas, voting, comments, asset linking.
- o Add request submissions, voting, winner selection (Stripe/Coinbase).
- o Implement 3D preview: Three.js (.obj), Phaser.js (sprites).
- o Add titles: Trendsetter, etc.
- o Deploy on Heroku/Render. Test with 5-10 users.

Months 2-6

• **Tasks**: Polish marketplace, add analytics, crypto payments. Beta with 50 users; market on X, r/gamedev, Itch.io.

Months 7-9

• Tasks: Add optional AI (e.g., OpenAI). Scale to 500 users.

Technical Notes

- **Logo**: Add to static/images/logo.png. Use: .
- **Tools**: Django, SQLite, Bootstrap, AWS S3 (<10MB), Stripe, Coinbase Commerce (Bitcoin, Tether, USDC), Three.js/Phaser.js, Git Bash.
- Database: users (account_type), tasks, ideas, votes, comments, artwork, requests, request_submissions, badges.
- **Troubleshooting**: Contact Grok for Django/S3/Coinbase/Three.js issues.

Motivation

- Why Exciting: Zentora's logo and "quests" redefine indie game dev. Crypto and 3D previews are cutting-edge!
- **Small Wins**: Code daily (e.g., "Add logo"). Track in Zentora.
- **Community**: Share logo/updates on r/gamedev/Discord.
- **Financial Vision**: 500 users = \$4,000-\$10,000/month + \$500-\$2,000 commissions.

End of Zentora Project Plan