# Project Valence Roadmap

MVP #1 – Playtest, Completed by November 20th.

* Tutorial Level Complete
* Basic products (~2) that can be made within 2 machines.
* Contract Selections (~4 contract options)
* Single lab layout (not yet random)
* Post play screen implementation for pass and failure
* Simple Audio assets (music nice to have, not need to have)

MVP #2 – Increase Randomness! Completed by January 20th.

* Random Level Generation
* More verbose story creation
* Increase products.
* Add 2 More machines (TBD the machines)
* Store implementation
* Master list of unlockable items
* Add Machine animations.

MVP #3 – Implement RAMS! Completed sometime in early March.

* Player has increased methods of failure (slips, trips, falls, explosions?)
* Add more dangerous machines and recipes.
* Clients are now characters instead of abstract names.
* Mini Game implementation for 2 machines

MVP #4 – Beta release, Completed before project day.

* 6 Machines, 25 recipes (loose numbers)
* Character augmentations / customizations
* Tired Machines
* Meta store
* In game store
* Mini Game implementation for most machines
* Music for menus, normal play and “near failure” states

MVP #5 – Version 1.0, More fun with friends!

* Multiplayer!
* Stock is no longer infinite, it costs money (in-game, not real)!
* Product Purity