1. High-Level Execution Plan (v 2.5)

Phase	Dates	Goal	Key Outputs & Checkpoints
0 - Scaffold	**Apr 18 (½ day)**	Mono-repo, CI, funded Devnet wallet	• `/contracts` (Anchor), `/web` (Next.js) directories • GitHub Actions green • 2 SOL airdrop ✔
1 - Core Wager MVP	Apr 18 – 22	Stake-→-Play-→-Confirm flow + escrow	• `createMatch`, `submitResult`, `settleMatch` with 10 s confirm window • React 3 + 2 board + WebSocket relay • Provisional stake-cap (0.05 SOL) enforced
2 - Opening NFTs & Royalties	Apr 22 – 25	Pay 1.5 % to each opening owner	• Bubblegum tree + mint 3 000 compressed NFTs (< 0.2 SOL) • Royalty router inside `settleMatch` (winner 93 %, rake 4 %, 1.5 % × 2)
3 - Fair-Play v1	Apr 25 – 30	Anti-smurf baseline	• On-chain ELO PDA (K 64/32, floor-200, decay) • Rating-range gate (±200) • Disconnect grace (15 s)
4 - UX Polish	Apr 30 – May 3	Mobile-responsive & delight	• Tailwind responsiveness • confirm/resign dialogs mimic chess.com • haptics & confetti
5 - Sponsor Hooks	May 3 – 6	Creator growth loops	• MagicBlock Soar achievements • Perenna SOL→USDC cash-out button (if time)
6 - Anti-Cheat v2 (opt.)	May 3 – 7	zk-timing PoC (merge iff stable)	
7 - Influencer Kick-start	May 7 – 10	Airdrop top openings to 2 streamers	• Overlay snippet + royalty screenshots
8 - Test & Harden	May 7 – 12	Heavy Jest + Anchor tests, fuzzing	• Rolling performance checker • public bannedAccounts PDA

9 - **Final Polish & Assets**	May 12 – 15	Demo video, slide deck, compliance appendix
10 - **Submit & Promote**	**May 16**	Hackathon submission + public Devnet blitz stream

Phases 0-2 cover the minimum viable product that must run end-to-end.

Sources: Execution V2 plan and new v 0.9 spec