Panel Profits - Development Phases: Steps 1–3

# Step 1: Finalize Module Promises

This foundational step established the promise of each core module in Panel Profits. The purpose was to define what each module delivers in terms of user experience, functional depth, and alignment with the broader app vision. Each module’s promise acted as a compass guiding design and feature implementation.  
  
Modules Finalized:  
- Login/Registration: Secure, narrative-driven entry experience.  
- Main Dashboard: Visual command center for insights and feature access.  
- Financial Simulation: Gamified trading that teaches through doing.  
- Learning Modules: Edutainment core merging finance and comic book history.  
- Historical Insights: A cultural encyclopedia layered into gameplay.  
- User Profile & Settings: Personalization and control for progress and preferences.

# Step 2: Build Core Functionality

We then mapped the MVP feature sets for each module, balancing user expectations with technical feasibility and game design constraints. The focus was usability, simplicity, and extensibility.  
  
Core Functional Areas Built or Scoped:  
- Authentication System: Email, password, social login, recovery.  
- Dashboard Engine: Portfolio visualization, quick links, tickers.  
- Trading Interface: Real-time prices, multiple order types, charting tools.  
- Learning Engine: Interactive lessons, quizzes, badges, history integration.  
- Historical Database: Timelines, creator bios, linked assets.  
- User Profile/Settings: Achievements, avatars, theme controls, data exports.

# Step 3: Lay the Groundwork for Evolution

The next step focused on ensuring the app’s long-term scalability and innovation capacity. Architecture and design patterns were selected for flexibility, modularity, and dynamic content delivery.  
  
Strategies Deployed:  
- Modular Component Architecture for rapid iteration and updates.  
- Backend Scaffolding with Node.js + PostgreSQL + Firebase for hybrid data needs.  
- Personalization-first UX planning (skins, streaks, saved modules).  
- Cross-discipline Expansion: Planning for AR/VR, multiplayer, and storytelling overlays.  
- Gamified User Progression: XP systems, unlockables, and achievement stacking.

# Progress Summary to Date

As of now, we have completed:  
✓ Definition of all core modules and their promises.  
✓ Outlined and scoped core functionality for MVP development.  
✓ Designed a scalable and flexible backend and frontend architecture.  
✓ Drafted frontend documentation, backend plan, and wireframe structure.  
  
Next Milestones:  
→ Low-fidelity wireframe feedback & iteration  
→ Backend API spec and database schema  
→ Begin MVP module development (Login, Dashboard, Trading)