

ROAD MAP



Q2 2022

Q3 2022

Q4 2022

2023

April

- Idea development
- Concept development
- Development of mathematical and financial models

May

- Gathering of an international team of experts
- Launch of operational processes
- Development launch
- Pre-alpha (early development stage) version of the platform
- Alpha version of the platform
- Closed alpha testing
- Internal audit

June

- Beta version
- Active beta testing and debugging
- External audit
- Comprehensive testing

July

- Platform release
- FREE ACADEMY EverLearn course release - free access for everyone
- Release of the 1st line of EverLearn educational products
- The launch of a large-scale development of EverLearn educational products
- Start of development of the 1st line of ecosystem services: EverFi, EverBot, EverGame, EverWin, EverGrow, EverHelp
- Release of an additional line of EverLearn educational products
- Holding contests in Discord and other social networks for platform users

August

- EverFi beta testing
- EverBot beta testing
- EverGame closed testing
- EverGame service release
- Presentation and launch of an international promo campaign for the EverGame service promotion
- Launch of the own play2earn RPG NFT game
- Release of an additional line of EverLearn educational products

September

- EverHelp closed testing
- EverHelp service release
- Launch of an international partner campaign to promote the EverHelp service
- EverFi service release
- EverBot service release
- Launch of an international promo campaign for EverFi and EverBot services promotion
- Presentation and release of platforms for hosting games by third-party developers as part of the EverGame affiliate program
- Partnership programs and collaborations with other play2earn projects
- EverWin closed testing
- EverWin service release
- Presentation of the loyalty program for EverWin active users
- Launch of an international promo campaign for the EverWin service promotion
- Release of an additional line of EverLearn educational products

October

- Presentation of the bonus program for EverWin active users
- EverGrow closed testing
- EverGrow service release
- Launch of an international promo campaign for the EverGrow service promotion
- Release of an additional line of EverLearn educational products

November

- Start of development of the 2nd line of ecosystem services: EverStart and EverPay
- EverStart closed testing
- EverStart service release
- Presentation and launch of an international promo campaign for the EverStart service promotion
- Release of an additional line of EverLearn educational products

December

- EverPay service pre-alpha (initial stage of development) version
- EverPay alpha version
- EverPay closed alpha testing
- Start of development of the native EverClub token
- Development of the EverClub mobile applications for IOS/Android

- EverPay active phase of development
- EverPay beta version
- Negotiations for the integration with Visa / MasterCard
- Native EverClub token alpha and beta testing
- EverClub token release
- Launch of an international promo campaign for the EverClub token promotion
- EverClub Bridge development (bridge between Tron Network, BNB Smart Chain and Solana)
- Listing of EverClub mobile apps for IOS/Android in Google Play Market and AppStore
- Development of the concept of a decentralized learn2earn university (hereinafter referred to as the University)
- Launch of operational processes to implement the concept of the University
- Selection and approval of a relevant line of professions in the field of Web3.0
- Obtaining licenses and certificates for the University
- University beta version
- Creation of our own HR service to help university graduates with the employment
- Launch of an international promo campaign to promote the University
- Start of development of the own highly scalable Blockchain
- Negotiations for the integration of the University into the existing metauniverses