Huddll Development Roadmap

Phase 1: MVP Foundation (Months 1-3)

Backend Development:
- Complete user authentication system (JWT tokens)
- Implement venue verification system (Google Places API integration)
- Build event state machine (Grey to Yellow to Blue transitions)
- Create connection/friendship system
- Develop messaging infrastructure
- Set up proper database relationships with PostgreSQL

Frontend Development:
- Polish landing page with proper branding
- Implement user registration/login flow
- Build event creation interface with venue search
- Create event detail pages
- Develop user profile pages
- Implement real-time event updates

Core Features:
- Map view with real-time event pins
- Event filtering by category and distance
- Rule of 3 state management
- Check-in functionality
- Basic chat for active Huddlls

Phase 2: Enhanced Social Features (Months 4-6)

User Experience:
- Interest tagging system
- User discovery based on shared interests
- Event history and Crew building
- Notification system (push notifications)
- In-app messaging improvements

Event Ecosystem:
- Large event (concert/festival) support
- Sub-Huddll creation within big events
- Event recommendations based on history
- Calendar integration
- Event reminders

Safety and Trust:
- User verification (phone, student ID, social)
- Reporting and blocking functionality
- Venue verification badges
- User rating system (post-event)

- Safety guidelines and tips

Phase 3: Business Features (Months 7-9)

Venue Partnerships:
- Venue dashboard for claiming locations
- Analytics for venue owners
- Promotional tools for venues
- Featured/sponsored events

Monetization Infrastructure:
- Payment processing (Stripe integration)
- Subscription management system
- Ticketing system for paid events
- Revenue sharing with venues

Phase 4: Scale and Polish (Months 10-12)

Performance:
- Database optimization
- Caching strategy (Redis)
- CDN for media files
- Load balancing
- Geographic expansion preparation

Advanced Features:
- Photo sharing in Huddlls
- Event memories/highlights
- Gamification (badges, achievements)
- Advanced matching algorithms
- Integration with other platforms

Mobile Apps:
- React Native iOS app
- React Native Android app
- App Store optimization
- Push notification infrastructure

Technical Stack:
Backend: Django + PostgreSQL + Redis
Frontend: React + React Native
Infrastructure: AWS/DigitalOcean + S3
APIs: Google Maps + Stripe + Twilio

Success Metrics by Phase:
Phase 1: 500 active users, 50 weekly events
Phase 2: 2,000 users, 200 weekly events, 10 venue partnerships
Phase 3: 5,000 users, 500 weekly events, 5K MRR
Phase 4: 20,000 users, 2,000 weekly events, 25K MRR