Mini Rooms Battle Royale - Development Roadmap

Project Overview

Vision: Create a Solana-based NFT ecosystem combining Custom Mini Rooms and Hoodie Characters with a play-to-earn battle royale game featuring territory control mechanics.

Two NFT Collections:

- Custom Mini Rooms (Metaverse spaces + in-game bases)
- Hoodie Characters (Avatar PFPs + playable classes)

PHASE 1: Foundation & Pre-Launch (Months 1-3)

Goal: Establish brand, create core assets, build community

Month 1: Art Production & Brand Building

Week 1-2:

- Finalize Mini Room art style and create 10 hero room concepts in Blender
- Design 5 Hoodie Character class concepts with distinct visual identities
- Create social media accounts (Twitter, Discord, Instagram)
- Design logo, banner, and brand identity
- Set up basic website landing page (Coming Soon + email capture)

Week 3-4:

- Begin Twitter content strategy (post 2-3x daily)
- Share Blender WIP screenshots and process content
- Launch Discord server with basic channels
- Create first promotional video/teaser
- Research Solana NFT marketplace options (Magic Eden, Tensor)

Deliverables:

- 10 fully rendered Mini Room concepts
- 5 Hoodie Character designs
- Active Twitter presence (target: 500 followers)
- Discord community launch (target: 100 members)

Month 2: Collection Development & Community Growth

Week 1-2:

☐ Generate trait system for Mini Rooms (walls, floors, furniture, lighting, decorations)

☐ Create trait variations in Blender (aim for 150+ unique combinations)

☐ Design Hoodie Character traits (hoodie styles, colors, accessories, faces)

☐ Begin smart contract research/development (Solana NFT standards)

☐ Develop whitelist/allowlist strategy

Week 3-4:

☐ Render 50-100 Mini Room variations

☐ Create rarity chart for both collections

☐ Set up NFT metadata structure

☐ Launch whitelist competition (engagement tasks, art contests, referrals)

☐ Partner with Solana NFT influencers for initial exposure

☐ Host first Twitter Space about the project vision

Deliverables:

- Complete trait library for both collections

- 100+ rendered Mini Room variations

- Whitelist system implemented

- Community growth (target: 2,000 Twitter followers, 500 Discord members)

Month 3: Smart Contracts & Pre-Launch Hype

Week 1-2:

☐ Finalize smart contracts (minting, royalties, metadata)

☐ Complete all NFT artwork for Mini Rooms collection

☐ Security audit of smart contracts

☐ Set mint price and supply (recommended: 3,000-5,000 Mini Rooms)

☐ Create minting website

Week 3-4:

☐ Beta test minting process

☐ Launch final marketing push (Twitter ads, influencer partnerships)

☐ Reveal full collection details and roadmap

☐ Host AMA sessions

☐ Announce mint date and time

☐ Prepare post-mint plans

Deliverables:

- Complete Mini Rooms NFT collection ready to mint

- Secure smart contracts deployed

- Minting website live

- Strong community momentum (target: 5,000+ Twitter followers, 1,500+ Discord)

PHASE 2: Mini Rooms NFT Launch (Month 4)

Goal: Successfully launch first collection, establish market presence

Launch Week

☐ Mint Mini Rooms collection (target: sell out within 24-72 hours)

☐ Monitor secondary market listings and floor price

☐ Engage with holders constantly (Twitter, Discord)

☐ Host holder-exclusive Discord channels and events

☐ Begin teasing Hoodie Characters collection

Post-Launch (Weeks 2-4):

☐ Deliver on immediate utility promises

☐ Create holder verification system for game benefits

☐ Share game development progress updates

☐ Collaborate with other Solana projects

☐ Plan holder rewards/airdrops

Deliverables:

- Successful NFT mint

- Engaged holder community

- Market momentum established

- Foundation for second collection

PHASE 3: Hoodie Characters Launch & Game Pre-Production (Months 5-6)

Month 5: Hoodie Characters Collection

Week 1-2:

☐ Complete all Hoodie Character artwork

☐ Finalize 5 class abilities and stats

☐ Set up second smart contract

☐ Offer Mini Room holders early access/discount

☐ Build hype through character reveals

Week 3-4:

☐ Mint Hoodie Characters collection

☐ Link both collections in holder benefits

☐ Announce game alpha timeline

☐ Begin recruiting game development team

Month 6: Game Design Documentation

☐ Write complete Game Design Document (GDD)

☐ Create technical specification for developers

☐ Design UI/UX mockups

☐ Plan monetization system in detail

☐ Research game engines (Unity vs Unreal)

☐ Begin recruiting developers, 3D artists, programmers

Deliverables:

- Both NFT collections launched and active

- Complete game design documentation

- Team recruitment in progress

- Holder community engaged and excited

PHASE 4: Game Development - Alpha (Months 7-10)

Goal: Build core game mechanics and playable prototype

Month 7-8: Core Systems Development

☐ Set up game engine and development pipeline

☐ Import Mini Room 3D assets into game engine

☐ Implement Hoodie Character models and animations

☐ Build basic movement and combat mechanics

☐ Create map generation system (60 rooms placement)

☐ Develop claim/territory control system

Month 9: Gameplay Features

☐ Implement weapon system (Tier 1-3)

☐ Build inventory and storage system

☐ Create teleportation mechanics

☐ Add trap placement system

☐ Develop safe zone/storm mechanics

☐ Basic UI implementation

Month 10: Alpha Testing

☐ Internal alpha testing with team

☐ Bug fixing and balance adjustments

☐ Invite 50-100 NFT holders to closed alpha

☐ Gather feedback and iterate

☐ Begin wallet integration (Solana NFT verification)

Deliverables:

- Playable alpha build with core mechanics

- Feedback from holder testing

- Major bugs identified and fixed

PHASE 5: Game Development - Beta (Months 11-13)

Goal: Polish game, add full features, prepare for launch

Month 11: Feature Complete

☐ Implement all 5 character classes with abilities

☐ Add cosmetic system and customization

☐ Build matchmaking and lobby system

- [ ] Implement progression/XP system
- [ ] Create loot chest system
- [ ] Add in-game currency (coins) tracking

Month 12: Beta Testing & Polish

- [ ] Open beta to all NFT holders
- [ ] Stress test servers with larger player counts
- [ ] Balance weapons, abilities, and economy
- [ ] Add audio (sound effects, music, voice lines)
- [ ] Implement anti-cheat measures
- [ ] Create tutorial/onboarding experience

Month 13: Pre-Launch Preparation

- [ ] Set up payment processing for in-game purchases
- [ ] Build item shop and battle pass system
- [ ] Final bug fixes and optimization
- [ ] Create marketing materials (trailers, gameplay videos)
- [ ] Set launch date
- [ ] Prepare launch events and promotions

Deliverables:

- Feature-complete beta build

- Balanced gameplay based on extensive testing

- Monetization systems functional

- Ready for public launch

PHASE 6: Game Launch & Live Operations (Month 14+)

Goal: Launch game to public, maintain and grow player base

Launch Month (Month 14)

- [ ] Public game launch (free-to-play)
- [ ] NFT holder benefits activated (spawn in owned rooms, exclusive skins)
- [ ] Launch marketing campaign (Twitter, YouTube, Twitch)
- [ ] Partner with streamers and content creators
- [ ] Host launch tournaments with prizes

Monitor servers and fix critical issues

Post-Launch (Months 15-18)

Regular content updates (new weapons, skins, maps)

Seasonal events and limited-time modes

Balance patches based on player data

Expand character roster (new Hoodie classes)

Add squad mode (teams of 2-3)

Continuous community engagement

Long-Term Growth (Months 18+)

Major content expansions

Esports/competitive scene development

Additional game modes

Mobile version consideration

Metaverse integration expansion

Additional NFT utility releases

PHASE 7: Metaverse Integration (Parallel Development)

Timeline: Begins Month 8, continues through launch and beyond

Research and select metaverse platforms (Decentraland, The Sandbox, etc.)

Optimize Mini Room 3D assets for metaverse use

Create interoperability standards

Launch rooms in partner metaverse

Enable Hoodie Characters as metaverse avatars

Host virtual events in Mini Rooms

Continuous expansion of metaverse utility

Team & Resource Requirements

Immediate Needs (Months 1-6)

- **You:** Art director, 3D artist (Blender), community manager

- **Hire:** Smart contract developer (1)

- **Hire:** Marketing/social media specialist (1)

- **Contractors:** Website developer, graphic designer

Game Development Team (Months 7-14)

- **Lead Game Developer/Engineer:** 1-2 full-time

- **3D Artists:** 2-3 for character/environment work

- **UI/UX Designer:** 1

- **Game Designer:** 1 (could be you initially)

- **Sound Designer:** 1 contractor

- **QA Testers:** 2-3 part-time during testing phases

- **Backend/Server Engineer:** 1

- **Community Manager:** 1 full-time (as community grows)

Estimated Budget Requirements

- **Months 1-6 (Pre-launch & NFT launches):** $30,000-$50,000
  - Smart contract dev, website, marketing, tools/software

- **Months 7-14 (Game development):** $200,000-$400,000
  - Salaries, software licenses, server costs, marketing

- **Post-Launch Operations:** $20,000-$40,000/month
  - Team salaries, server costs, marketing, content updates

Revenue from NFT sales should fund game development

Success Metrics & KPIs

NFT Collections

- Mini Rooms: 90%+ sell-through at mint

- Hoodie Characters: 80%+ sell-through at mint

- Healthy secondary market (2x+ floor price growth)

- Active holder community (50%+ in Discord)

Community Growth

- Month 3: 5,000+ Twitter followers

- Month 6: 15,000+ Twitter followers

- Month 12: 50,000+ Twitter followers

- Discord: 3,000+ active members by game launch

Game Metrics

- Launch week: 10,000+ players

- Month 1: 50,000+ registered players

- Daily active users: 5,000+ within first 3 months

- Average session length: 25+ minutes

- Retention: 30% day-7, 15% day-30

- Monetization: 3-5% conversion rate on in-game purchases

Risk Mitigation

Key Risks & Solutions

1. **NFT market downturn:** Focus on actual utility and game quality, not speculation

2. **Development delays:** Build buffer time, hire experienced developers

3. **Community loss of interest:** Constant communication, deliver on promises

4. **Technical challenges:** Start with MVP, iterate based on feedback

5. **Funding shortfall:** Secure additional investment or scale down initial scope

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Next Steps (This Week)

1. ✅ Complete this roadmap

2. Create pitch deck for investors/developers

3. Start creating first 3-5 Mini Room hero concepts in Blender

4. Set up Twitter account and post first teaser

5. Join Solana NFT communities and start networking

6. Research smart contract developers for hire

This roadmap is a living document and should be updated monthly as circumstances change.