

Phase 1 — MVP Core (Editor + Preview)

Timeline: Days 0–10

Goal: Have a working prototype with code editor + preview.

Deliverables:

- Project creation flow (backend + frontend)
- Monaco Editor fully integrated
- Preview system (HTML/CSS/JS rendered in iframe)
- Code save/load from database
- Basic user authentication (mock or Firebase)

Phase 2 — Live Collaboration + AI

Timeline: Days 11–17

Goal: Add social and intelligent layers to the editor.

Deliverables:

- Real-time chat per project (WebSocket or polling)
- Invite/collaborator system
- Simple live co-editing or change-locking
- AI Assistant (basic: prompt → response from OpenAI or mock)
- AI window integrated into interface

Phase 3 — Web3 & Advanced Tech Support

Timeline: Days 18–26

Goal: Allow users to build smart contracts and blockchain apps visually.

Deliverables:

- Solidity file support in editor
- Blockchain preview (live block explorer, TX visualizer, contract panel)
- Simulated wallet connection (Metamask mock or testnet)
- Logs of transactions, events, and errors

Phase 4 — Gamification System

Timeline: Days 27–33

Goal: Add game-like experience to reinforce engagement.

Deliverables:

- XP system (backend + frontend feedback)
- User leveling system (with roles/titles)
- Quests and challenges (manually defined)
- Leaderboard with rank calculation
- Visual badges for accomplishments

Phase 5 — Ecosystem, Community & Templates

Timeline: Days 34–40

Goal: Open the platform for public sharing and exploration.

Deliverables:

- Public explorer of shared projects
- “Clone Project” feature
- Project templates (e.g. SaaS starter, Web3 boilerplate, AI agent)
- User profiles + portfolio display

Phase 6 — Final Polish & Launch

Timeline: Days 41–45

Goal: Clean up, test thoroughly, deploy.

Deliverables:

- Debug and QA full app (desktop + mobile)
- Loading states, empty states, and error messages polished
- Responsive layout + accessibility pass
- Production deployment (Vercel, Railway, Supabase)
- Basic analytics setup (Hotjar, Plausible...)