Q1 - Q3 2021

PREPARATION AND PLANNING

- Reflection on concept of project
- Launch of marketplace to prepare the gaming marketplace
- Sale of first collection of NFT SIDUS Heroes (one of two collections, the other one will be released by NFT SIDUS Academy)
- Launch of first version of the website
- Design of project architecture
- Recruitment of missing team members to implement AAA-level game
- Connecting advisers and preparation of roadmap
- Selection of best author to write the AAA game plot
- Web engine RnD
- Creation of graphic language, art concept, 3D content
PHASE 1 - INNERVERSE

Q4 2021 - Q1 2022

LAUNCH VERSION 0

- Script and plot development
- Launch of updated website v2.0 with concept details
- Finalization of concept art, working out of project’s graphic language
- Demo version release with arena battles, interactive onboarding
- Launch of in-game token and DAO token
- Rollout of 3 races: Bitconians, Etherderians, Cardaggans
- Launch of SIDUS Heroes exhibition in NFT STARS AR gallery
- Launch of SIDUS marketplace
- Launch of SIDUS starter
- Launch of SIDUS staking booster
- Launch of SIDUS farming pools
- Launch of a rating system with rewards to a community in exchange for all tests at the battle arenas, followed by rewards via loot boxes
- TGE
  - On January 10th, 2022, we will launch the closed SIDUS HEROES beta version. This version will only be available to holders of NFT Heroes NFTs from the Genesis collection.
  - On January 23rd, 2022, we’ll release a public beta version of the game. At this point, the SIDUS HEROES game will be available to holders of NFTs from the Genesis and Academy collections. The sale of the Academy collection will be launched in the middle of December 2021.
- First stage of launch of SIDUS Academy collection
- Support of progress, features and gear via IPFS OpenSea in Properties
- Release of basic items, 4 types of Heroes’ gear: armor, weapons, gadgets
- Cinematic video teaser
- Launch of NFT Heroes ‘staking’ cards
- Creation of fully-fledged leaderboard
- Presale of exclusive limited content: spaceship-shuttles, resource extraction tools, experience boosters, lifetime premium accounts with discounts on paid services
- Connection of MetaMask Wallet (with bot analysing presence of NFT Hero on wallet). Display of connected wallet information in game interface.
PHASE 1 - INNERVERSE

Q1 2022

LAUNCH VERSION 1

- Addition of tournaments to define ratings and top awards
- Addition of ELO rating for PvP battles with rating rewards, to be reset at end of game season
- Improvement of combat system
- Release of polished version on web PC/Mac
- Introduction of 2 races
- Additional release of SIDUS Academy’s new collection
- Addition of AR mode for viewing content and sharing it on social media
- Rental of Heroes with QR code login
- Launch of party elections for Council seats, first presidential elections
- Implementation of blockchain voting system based on 360
- Addition of tactical map to the combat system
- Introduction of professions: constructor and researcher
- Implementation of punitive mechanics for token staking
- Provision of temporary NFT Heroes for players
- Time-limited access to the game feature release
- Presale of exclusive limited content: customized images of Heroes, spaceships, basic resource containers, customized gear items of Heroes
PHASE 1 - INNERVERSE

Q2 2022

LAUNCH VERSION 2

- Addition of gear items with active abilities to the game
- Introduction of 2 races
- Additional release of SIDUS Academy’s new collection
- Expansion of the universe: addition of comets, asteroids and new star systems
- Adding impact of cryptocurrency quotes on battlers’ progress
- Launch of game’s mobile web version
- Party selection for players
- Creation of MVP to visit planets with generative design, ability to visit planets using robo shuttles, collect resources, fight monsters
- Introduction of professions: miner, hunter
- Creation of local arenas for battles on neutral planets
- Reputation-based reward system for loyalty to SIDUS
- Launch of launchpad to provide players with opportunity to launch "in-game projects" and raise investment for them
- Bridge launch and game preparation for "multi-chain" functionality
- Disclosure of loot boxes with exclusive content and resources
- Significant improvements to game’s mobile version
Q3 2022

LAUNCH VERSION 1

- Elections for SIDUS Central Station Technology Development Council
- Addition of NFT Heroes’ staking option for study of technologies at SIDUS Central Station
- Addition of NFT staking option to build global and private modules at SIDUS central station
- Construction of space station modules by players: shipyards, research laboratories, habitation compartments, manufacturing workshops, Council hall, trading module
- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Discovery of 2 neutral planets
- Introduction of 2 races
- Additional release of SIDUS Academy’s new collection
- Launch by Council of process to build an ark for colonizing neutral planets, first orbital station and first colony in outer perimeter
- Launch of construction and sale of spaceships
- Addition of spaceship equipment: engines, shields, guns
- Addition of space shuttles
- Land plot marking, fixed-price sales for loyal players according to reputation
- Auction for selling private modules at SIDUS central station
- Notification system of changes to the game
PHASE 2 - METAVERSE

Q4 2022

LAUNCH VERSION 2

- Launch of professions: technologist, gunsmith, chef
- Addition of staking mechanism
- Addition of auction for manufactured products
- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Introduction of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- PvE mode improvements
- Auction and bidding for remaining land plots in first colony
- Construction of resource processing, research and manufacturing buildings
- NFT Heroes staking in construction, manufacturing and research
- Gear item upgrades
- PvP ranks and reward for obtaining them
- Addition of asteroids with ability to extract their resources using roboshuttles
- Localization in 11 languages
Q1 2023

LAUNCH VERSION 3

- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Introduction of pets to the game
- Resource extraction from asteroids and shuttle shipping between colony and SIDUS central station
- Introduction of professions: pilot, navigation officer, onboard engineer, mechanical engineer, forward air controller, scout
- Addition of cooperative PvE mode
- Addition of bosses for cooperative PVE battles
- Heroes upgrades
- Launch of second party elections for Council seats, second presidential elections
- Conducting in-depth refactoring of client code to optimize it and improve quality of graphics and animation
PHASE 2 - METAVERSE

Q2 2023

LAUNCH VERSION 4

- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Expansion of equipment line for spaceships: engines, weapons, shields
- Addition of items for spaceship upgrades
- Presale of scout spaceships
- Launch of remaining professions: resource and manufacturing
- Building upgrades
- Event to be held with limited gear items
- Reward system for daily visiting
Q3 2023

LAUNCH VERSION 5

- Addition of friends' lists
- Introduction of scout ships to the game
- Development of story scenarios for PVE campaign
- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of the SIDUS Academy's new collection
- Pet upgrades
- Determination of space exploration direction by Council
- Designation of second planet for colonization by Council
- Building of second ark and second orbital station in outer perimeter
- Launch of fixed-price sale of land plots to players according to reputation and auctioning off of leftovers
- Event to be held with limited ship equipment items
- Daily tasks
- Introduction of doping and stimulants into the game
- Personalized offers of paid options
- Introduction of commission with currency burning mechanism
Q4 2023

LAUNCH VERSION 6

- Improvement of SIDUS central station technological development
- Improvement of party system
- Manufacture and use of combat consumables
- Manufacture and use of non-combatant stimulants
- Presale of spaceships - corvettes
- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Launch of event to reward the best fan art, article, SIDUS development action
- Development of paid services to accelerate technology research, production and construction of buildings
- Addition of personal messaging service between players
- Addition of Merge mechanics to manufacture gear items of higher quality
PHASE 2 - METAVERSE

Q1 2024

LAUNCH VERSION 7

- Introduction of corporations offering career opportunities for NFT Heroes
- Launch of the UGC (User Generated Content) mechanism with incentives for content creation
- Engagement of artists, designers and animators for participation in global ‘UGC creation’ events
-Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Addition of corvette spaceships to the game
- Introduction of super monsters on planets to improve cooperative mode of the game
- Launch of third party elections for Council seats, third presidential elections
- Creation of recurring events system
- Development of quest system
- Balancing of combat system, gear items, spaceship equipment, pets, Heroes’ abilities
- Introduction of achievements system with unique content in the form of Heroes attribute designs, unique gear items, spaceship equipment
PHASE 3 - OUTVERSE

Q2 2024

LAUNCH VERSION 1

- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Development of Battle Pass and seasons with access to limited content
- Presale of frigate spaceships (large ship with long flight range that can carry fighters and shuttles)
- MVP battles of spaceships in open space in neutral sectors
- Launch of event to win exclusive spaceships and Heroes
- Deep refactoring of client code to re-optimize and improve graphics and animation quality
- Addition of voice chats in game during spaceflight in robo shuttles and spaceships
- Addition of labour exchange for employers and employees
- Re-balancing of gear items, spaceship equipment and combat consumables
PHASE 3 - OUTERVERSE

Q3 2024

LAUNCH VERSION 2

- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Creation of cooperative MVP to visit planets with generative design
- Books to be written about SIDUS universe, editing and publishing
- Promotion and PR of UGC artists, designers and animators’ works on SIDUS universe on third-party NFT sites
- Addition of frigate spaceships to the game
- Introduction of clans
- Clan battles for control over competitive territories
- Mechanism for replenishing clan coffers with revenue from controlled territories
- Development of colonies’ orbital stations
- Determination of space exploration direction by Council
- Designation of third planet for colonization by Council
- Building of third ark and the third orbital station in outer perimeter
- Launch of fixed-price sale of land plots to players according to reputation and auctioning off of leftovers
PHASE 3 - OUTERVERSE

Q4 2024

LAUNCH VERSION 3

- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Development of SIDUS central station technological line
- Building option of new modules to add to SIDUS central station
- Development of SIDUS universe comic book script
- MVP spaceship battles in planetary orbit and interstellar space
- Presale of space battleships (they have maximum range + cargo capacity + number of fighters and shuttles on board)
- Addition of story scenarios to the game for each race’s PVE campaign
- Development of paid services
Q1 2025

LAUNCH VERSION 4

- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Optimization of battles on spaceships in outer space
- Development of technological line of SIDUS central station
- Building option of new modules to add to SIDUS central station
- Launch of fourth party elections for Council seats, fourth presidential elections
- Creation of generative surface planetary editor
- Creation of race and Heroes editor with generative appearance
- Introduction of space battleships (capable of flying the longest possible distances) to the game
PHASE 3 - OUTERVERSE

Q2 2025

LAUNCH VERSION 5

- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Addition of new bosses to the game for cooperative mode
- Development of buildings and improvements
- Development of professions and product lines
- Introduction of manufacturing licenses into the game
- Development of pets
- Presale of the dreadnought spaceships (the most heavily armed ships that can only belong to top clans)
- Revision of the notification system
- Revision of the achievements system
Phase 3 - OuterVerse

Q3 2025

Launch Version 6

- Expansion of the universe: addition of new galaxy sectors, star systems, undiscovered planets
- Addition of 2 races
- Discovery of 2 neutral planets
- Additional release of SIDUS Academy’s new collection
- Development of plot for a movie
- Contest among sci-fi writers for best fictional story set in the SIDUS universe, its key events and players
- Publication and PR of SIDUS fictional story
- Creation of events system
- Introduction of dreadnought spaceships to the game
- Determination of space exploration direction by Council
- Designation of fourth planet for colonization by Council
- Building a fourth ark and a fourth orbital station in outer perimeter
- Launch of fixed-price sale of land plots to players according to reputation and auctioning off of leftovers
- In-depth refactoring of client side of the project