



MULTI-YEAR ROADMAP

The following roadmap outlines expected/planned details, but it is important to acknowledge that plans are subject to change. While efforts have been made to provide accurate projections, unforeseen circumstances or shifting priorities may necessitate adjustments. Please be aware that plans listed beyond the year 2024 are more tentative and speculative in nature compared to immediate items.

Q2 2024

- Wagering Release (Combat & Racing)
- Player Profile Management + Name Changes
- Racing Design, Testing, and Track Building
- Racing Launch
- Racing Trailer
- Expansion and Definition of Player EXP
- Ingame Item Marketplace Expansion
- Partnerships – Marketing, NFT, Collabs
- Marketing – Image Marketing
- Branding – Phase I of III
- Outreach For VC funding
- Large Scale Ingame Contests Announced
- Leaderboards – Phase I of III
- Release Additional Game Items
- Define Further Player Acquisition Marketing
- Chainify Website Revamp

Q3 2024

- Social Spaces Initial Implementation
- Commander Time Trial FPS Rooms
- Ingame \$DPS Token Attunements / Staking
- Advanced Inventory Management
- Missions/Quests/Content – Phase I of III
- Lore & Storytelling – Phase I of III
- Partnerships – Marketing, NFT, Collabs
- Combat Completion Details – Define
- Combat & Racing Rewards Expansion
- Fractional Resources
- Targeting Chainify Business Profitability
- Team Expansion – Hire Additional Game Dev(s) (Quests, Store, Content, Unity)
- Team Expansion – Hire Marketing Manager
- Leaderboards – Phase II (On Website)
- Marketing – Player Acquisition Focus
- Player Progression – Phase I of III



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MULTI-YEAR ROADMAP CONT.

• Q4 2024

- Social Spaces Additional Content
- Space Wheel of Fortune
- Introduce Additional Exploration NPCs
- Missions/Quests/Content – Phase II
- Player Progression – Phase II
- DEEPSPACE Website – v2.0
- Large Scale Partnerships
- Combat Completion Implementation
- Commander Avatar Launch
- Prioritize and Target CEX Listing(s)
- Team Expansion – VFX/Modeling/Graphics
- Cinematic Trailer – Whole Game
- Mega – Value Items x 4 (1 Year Campaign)
- Optimize Servers + Backend Logic
- Racing AI + Additional Racing 1P Logic
- Combat – AI Expansion/Advancement
- Branding – Phase II
- Lore & Storytelling – Phase II

Q1 2025

- Guild Implementation
- Announce Land Use Cases & Begin Implementation
- Missions/Quests/Content Phase III
- Advanced Item Crafting
- Spectator Racing & Combat PvP
- Group PvE/ Raids
- Team Begins Attending Public Events for Large Scale Outreach and Marketing
- Continued Addition of Exploration NPCs and Enemies (Interactable Quest NPCs, Monsters, etc.)



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MULTI-YEAR ROADMAP CONT.

• Q2 2025

- Boss Battles
- F2P (Free To Play)
- Player Progression – Phase III
- Lore & Storytelling – Phase III
- Leaderboards – Phase III
- Racing Polish
- Initial Mobile Planning (Pre-Approved for iOS + Google Play)

Q3 2025

- Continued Land & Land Management Implementation
- Level 90-100 Gated Gameplay Expansions
- Player Progression – Phase III
- Mobile Implementation Work
- Additional Item Crafting
- Branding – Phase III
- IRL Team Events, Marketing, Outreach Continued
- New Future Full Scale Content Announcements

Q4 2025 & Beyond

- Mobile App for iOS + Google Play Stores
- F2P + Onboarding Optimizations
- Full Scale Game Push to Masses
- Continued Server Optimizations for Large Amounts of CCU/DAU
- Additional Chain Interoperability
- Target Large Scale CEX Listings
- Additional Development Team Hirings
- Continued Feature-Rich Game Content

