

Project Timeline

Phase 1 — Foundation Build

1. Concept creation: decentralized tournament coin
2. Introducing our MVP: TreasureHunt — a fast, skill-based grid game inspired by Mines, redesigned for tournaments and competitive play.
3. Brochure, white paper, website completed
4. Social platforms launched (Discord, X)
5. White paper, website completed
6. Pump.fun launch preparation

Phase 3 — Prototype Release

1. Release TreasureHunt Prototype v1 (click-based multiplayer logic)
2. Host initial web tournaments manually
3. Gather feedback for: UI/UX improvement
Gameplay speed
4. Fairness system
5. Start building Server Seed Hash / Provably Fair moduleStart

Phase 2— Foundation Build Token Launch & Community Building

1. Token launch on Pump.fun
2. Announcement push across all platformsRelease
3. introductory promo video
4. Publish project overview + timeline banners

To be updated in January 2026