



TIM Token

# ROADMAP

## Stage 1

### Building Community

- Releasing Game footage
- Building social communities
- First ICO offer
- Releasing trailers
- Finding partnerships in the crypto gaming world

### Documentation Phase

- Building Game assets
- Introducing all Garden
- Game economical plan
- scheduling development phases
- Building Game UI
- Developing Smart contract

## Stage 2

## Stage 3

### Testing Phase

- Releasing Beta Version
- Testing game play and debugging
- Creating help docs
- Defining in game weekly contests
- Releasing trailers

### Final Phase

- Releasing final version
- Releasing P2P Market
- Introducing new Garden
- Introducing evil side in the game
- Testing PVP store
- cooperation with Tron SRs

## Stage 4

## Stage 5

### Globalization

- Introducing Metaverse
- Releasing PVP state
- Planting trees contribute to charity
- Introduction to famous people
- Development and listing