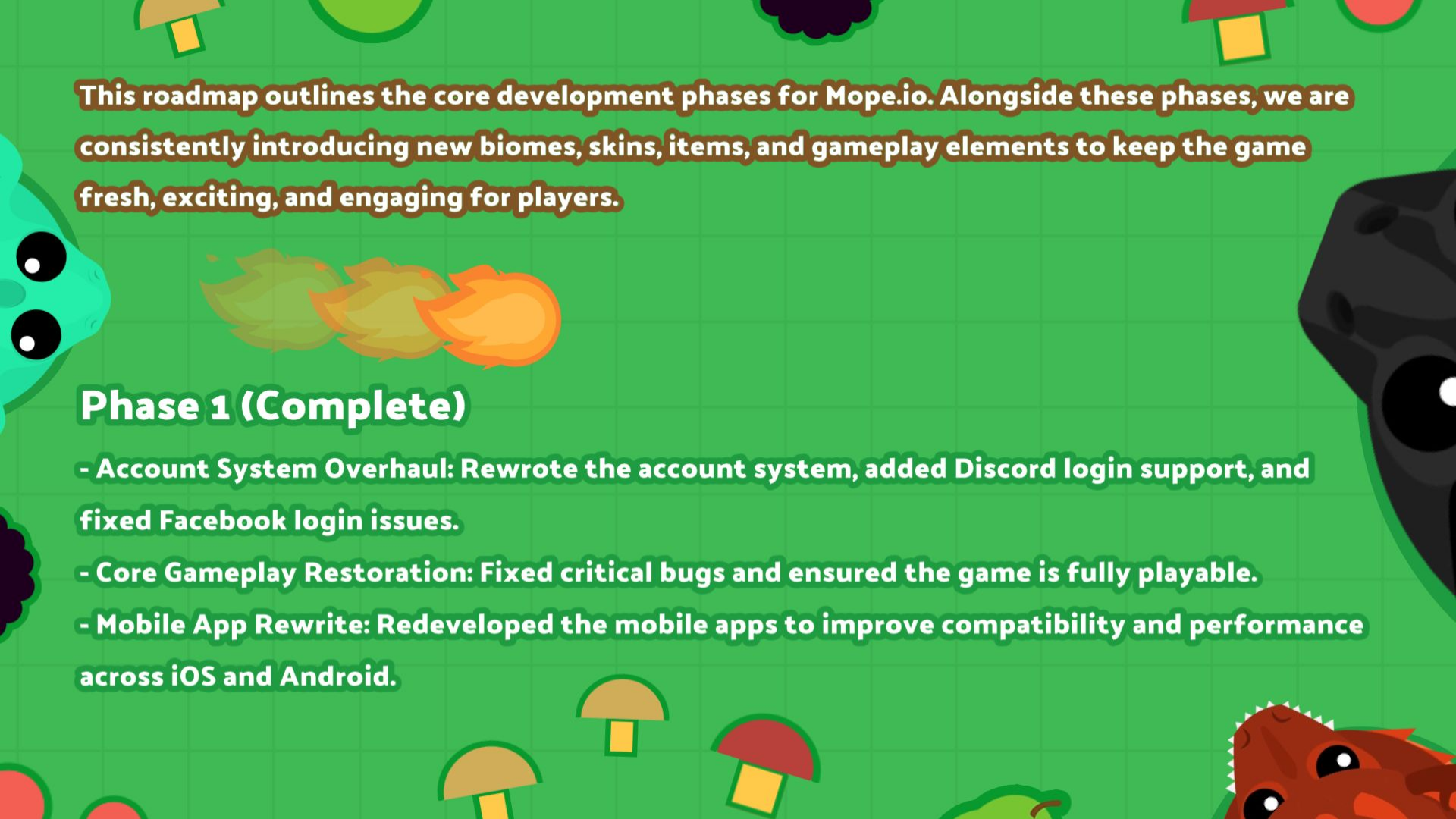


The image features a green grid background with various cartoonish elements scattered around. In the top left, there's a small grey creature with large black eyes. In the top right, a teal creature with large black eyes is visible. At the bottom left, a large black creature with multiple eyes is shown. At the bottom right, there are several mushrooms with red and yellow caps. A green apple is also visible on the left side. The text "mopez.io" is written in a large, white, rounded font with a green outline, and "Roadmap" is written below it in a similar but smaller font.

# mopez.io

## Roadmap



**This roadmap outlines the core development phases for Mope.io. Alongside these phases, we are consistently introducing new biomes, skins, items, and gameplay elements to keep the game fresh, exciting, and engaging for players.**
















## **Phase 1 (Complete)**

- Account System Overhaul:** Rewrote the account system, added Discord login support, and fixed Facebook login issues.
- Core Gameplay Restoration:** Fixed critical bugs and ensured the game is fully playable.
- Mobile App Rewrite:** Redeveloped the mobile apps to improve compatibility and performance across iOS and Android.



## Phase 2

- **Economy Balancing:** Fine-tune XP gain rates, resource availability, and progression systems for a fairer and more competitive economy.
  - **Gameplay Fixes:** Rebalance predator/prey dynamics, tier progression, and special abilities to address broken mechanics.
  - **Server-Side Optimizations:** Optimize server code to reduce latency, improve stability, and handle larger player populations.
  - **Complete Client Rewrite:** Finalize and deploy the rewritten client by the end of Phase 2. The new client will provide modernized code, enhanced performance, and improved scalability across all platforms.
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## Phase 3

- **Trading System:** Introduce a secure player-to-player trading system for items, skins, and other assets.
- **Clan System:** Add the ability for players to form clans with custom names, tags, and settings.
- **Clan War System:** Develop clan-based competitive modes with leaderboards and rewards for the top-performing clans.
- **Enhanced Performance:** Build on the rewritten client to implement advanced optimizations for smoother gameplay and lower resource usage.
- **Friends System:** Introduce a social feature to add friends, view their status, and join games directly.



## Phase 4

- **Monetary 1v1 Tournaments:** Launch competitive 1v1 tournaments with entry fees and real monetary prizes.
- **Server Rewrite:** Completely rebuild the server infrastructure to support larger player bases, improve reliability, and future-proof the architecture.
- **Auction House:** Add a centralized marketplace for players to list, bid, and trade items or skins, fostering a player-driven economy