SIDUS HEROES ROADMAP

STRATEGY GAME

[01] XENNA

NEW ROBOT: PAN — HOLD

NEW ROBOT: RUDRA — HOLD

NEW ROBOT: HERMES — HOLD

NFTZATION OF ROBOTS — HOLD

GRAND CHALLENGE TOURNAMENT: RUDRA — HOLD

SPEED RUN 2.0 — HOLD

GRAND CHALLENGE TOURNAMENT: HERMES — HOLD

08 NEW MODE: DUO — PROGRESS COMPLETED

09 UX REWORK/ IMPROVEMENTS — PROGRESS 75%

10 ROBOT SKINS — PROGRESS 90%

11 META-GAMEPLAY BALANCE — PROGRESS 40%

12 TROPHY ROAD REWORK — PROGRESS 90%

13 PRODUCTIVE BATTLE IMPLEMENTATION — PROGRESS 15%

14 DAILY REWARD REWORK — PROGRESS 60%

15 ROBOT PROGRESSION SYSTEM REFINEMENT — PROGRESS 10%

16 ROBOT RATING IMPLEMENTATION — PROGRESS 10%

17 COHORT POWER DISPLAY IN BATTLE — PROGRESS 10%

18 IN-GAME SHOP NEW OFFERS — PROGRESS 15%

19 BASE TOURNAMENT: AEOULS — PROGRESS COMPLETED

3RD PERSON SHOOTER

[02] TEMBAZAR

01 MATCH UI — PROGRESS 80%

02 LOBBY IMPROVEMENTS — PROGRESS 90%

03 THIRD MAP — PROGRESS 15%

04 SNIPER CYBORG — PROGRESS 15%

05 NON-REGISTRATION START — PROGRESS COMPLETED

06 OPTIONS: CHANGE CONTROLS — PROGRESS 20%

07 BOT IMPROVEMENTS — PROGRESS 15%

08 SECOND MAP IMPROVEMENTS — PROGRESS 95%

ARENA BATTLER

[03] NIDUM

01 ECONOMY SYSTEM — PROGRESS 79%

02 TOKEN HOLDERS LOTTERY — PROGRESS 55%

03 HERO UPGRADE CENTER — PROGRESS 69%

04 REFINERY — PROGRESS 95%

05 SHIPYARD (MINIMAL REALIZATION) — PROGRESS 26%

06 STATION KIT — PROGRESS 20%

07 HEDONISM TOURNAMENT — PROGRESS 99%

MOBILE VERSION — HOLD

NEW MODE: ALPHA CORE 2.0 — HOLD

MUTAGENETORS ASSEMBLY — HOLD

RESEARCH & CONSTRUCTION — HOLD

MARKETPLACE REVISION — HOLD

GOOGLE ACCOUNTS — HOLD

HYDROPONIC FARM ASSEMBLY — HOLD

PETS — HOLD

APARTMENTS — HOLD

REPLICATION SPEED UP — HOLD

HYBRID CASUAL GAME

[04] ASTERALLY

01 LUXURY BRAND GAME — PROGRESS 75%

SOCIAL DEDUCTION GAME

[05] FALCONIUM

01 CLOSED BETA TEST — PROGRESS 88%

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