



# ROADMAP

Last updated 22th Juni '21

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## About this document

This document serves as a guideline to the project Hidden Gems NFT and is constantly updated in the progress of the project.

## General Goals

1. Create collectible NFTs
2. Create a unique Bejeweled / Candy Crush like game
3. Create prize pools and host prize pool tournaments
4. **“Play-to-earn”** - Create the ability to mine cryptocurrency while playing our game
5. **“NFT Staking”** - Our Hidden Gems will be stakable with our cryptocurrency as a reward
6. **“Gem City”** - Create an economy surrounding the game and our own \$EOS cryptocurrency, including land sales and other use cases for our cryptocurrency

## Specifications

Hidden Gems NFT will be more than just a game! Even though collecting our sets will be already worth it for the big tournament weeks with a **total prize pool of 64,000 \$WAXP and growing** with every drop.

You will be able to do much more with your Hidden Gems. We will create a **staking system**, where you can stake your NFTs for a certain amount of our cryptocurrency every day. On top of that you'll be able to **mine cryptocurrency** a certain number of times daily by playing our game! Rewards will depend on the rarity of your set, the land you mine on and the score you are able to get in the game.

There will also be a **blending mechanic** to craft your tournament gems from the sets into Hidden Gems NFTs for mining! So every gem you hold will have a use-case in the future.

## Milestones

### I. ✓ First Drop: Atomic Salvation

The first release of our collectible NFTs.

### II. ✓ Development and BETA release of our Game “Gem City Hustle”

Refining of game mechanics, design, security of the game and proper \$WAX integration. Development and optimization will continue.

### III. ✓ “Gem City Hustle” BETA Tournaments

! We are here !

In the BETA tournament the beta testers can already win some NFTs. It's main purpose is to prepare everything for the big prize pool tournaments later on in the project.

### IV. Continuous Releases

=> July - November '21

We scale the project step by step with every release. Every release will be individual, featuring unique gems and new shapes of Hidden Gems to make your playing board look better with every drop and deliver fresh NFTs for your collection.

There will be 8 releases in total. 7 for every color and the big Rainbow Release as the last drop to finalize the first edition of Hidden Gems.

### V. Development of play-to-earn mechanic and staking

=> June - October '21

We are going to create our own cryptocurrency for this and create a proper use case for it to ensure it will stay valuable for players that farm it and investors that choose to buy it. Release of the play-to-earn will be during this time period.

### VI. Release of land plots in Gem City

=> October '21

In this special drop we are going to introduce “Gem City” and find the first land owners. A lot of the land plots will be reserved to be purchasable with our own

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cryptocurrency. The lands will also have different rarities! Hidden Gems in the specific rarities will be required to farm!

Land owners will receive a share of everyone who farms on their land plot.

## VII. Prize pool tournaments => November '21

All the collected prize pools during the drops will be given out during this time! For each rarity we'll have separate tournament weeks. Players will be able to participate for free in the tournaments, when they have a full set of Hidden Gems in the expected rarity for each tournament.

Beside the prize pool we will have **BIG NFT rewards** in preparation for the Gem City land plot release. We will find our first land owners in these tournaments! Players will KEEP their Hidden Gems for future use (they won't be burned during the tournaments).

## VIII. Creating advanced use cases for our cryptocurrency and Hidden Gems => Starting Oktober