

PROJECT DEIOS ROADMAP



Current status



KICKSTARTER

General Concept
Proof of Concept
Foundation

ALPHA I

Concept & Design
Design System
Preorder + Account manager
Worldmap Assets (Caeora)
CI

Application:

CEF Application
UI Components
My Maps
Dashboard
Windows Distribution
Datamodel
Export
Undo/Redo

Editor:

Propbrush

- Rendering
- Placing single props
- Brushing props with properties
- Prop sets and randomness
- UI

Worldmap:

Select

- Tool itself
- Separate submodules per tool will be implemented.

Landmass

- Rendering
- Drawing
- UI

Stage

- Rendering
- Grid
- UI

INTERMEDIATE UPDATES

Concept & Design

Application:

Performance optimizations
Stability improvements
Unit Tests
Mock API
macOS & Linux Distribution
My Maps Lists, Grids, Directories and search
Copy and Paste
Testing
UI and Concept Iterations

Worldmap:

Tinting Assets

- Tint layers independently

Landmass refinement

- Brush
- UI

Select

- Transform UI

Subject of change

ALPHA II

Concept & Design
Updater

Application:

Performance optimizations
Stability improvements
Login in app
Globe projection
Image package downloader
Image API
Multiselect Edit
Level of Detail
Grid refinement
Testing
UI and Concept Iterations

Editor:

Colour & Texture Brush tool

- Brush
- Render
- UI

Worldmap:

Biomes

- Brush
- Render
- Behaviour
- UI

Roads and Rivers

- Brush
- Behaviour
- Render
- UI

Text tool

- Font Loading
- Render
- UI

Citymaps:

Districts
- Brush
- Behaviour
- Render
- UI

BETA

Concept & Design

Application:

Performance optimizations
Stability improvements
Adjustable Map sizes
Asset & Symbol Manager
Custom Assets
Sharing & Public library

Editor:

Information Layers

- Render
- UI

Adjustment Layers

- Render
- UI

Timeline

- UI

Shape tool

- Brush
- Render
- UI

Create Symbols

- Export map as symbol
- UI

Citymaps:

Roads, Walls and Rivers

- Brush
- Behaviour
- Render
- UI

Battlemaps:

DungeonFog reimplementation

- Rooms
- Dynamic Lighting
- Levels
- Tokens
- Doors and windows

INTERMEDIATE UPDATES UP TO OFFICIAL RELEASE

Concept & Design
Import DungeonFog

Application:

Marketplace
Map Templates
Notifications
Worldanvil Integration

Community features

- Follow Users
- Likes
- Comments
- Achievements

Collaboration

- Mapmaking
- Permissions

Editor:

Links and Anchors

- Destination select
- UI

Notes

- UI
- Editor
- WA & GMB Integration

Wang tiles

- UI
- Render

Texture Animations

- Shaders

Rulers and Guides

- Render
- UI

Starmaps:

Objects

- Place Stellar Objects
- Planet from symbol
- Orbits and nested Objects

Roads

- Brush
- Behaviour
- Render
- UI

Battlemaps:

New Features

- Walls
- Follow Path
(cliffs, rails, fences)

VTT:

DungeonFog Reimplementation

- GM View
- Player Views
- Player Tokens
- Cam Control
- FOW
- Ping

New Features

- Chat/Log
- Campaign notes
- Player Control
- Stat Blocks
- Dice