Wordly Bot: Launch beta

1.1. Players earn points by guessing words generated from their own and their friends' usernames.

1.2 Letters refresh daily.

1.3. Early adopters and players who invite the most friends will be rewarded with exclusive NFTs.

1.4. NFTs will have significant value in the main project.

1.5. Players can earn extra points by completing challenges, finding synonyms from already guessed words and inviting new friends.

Wordly Bot: Release

1.1. Attract a larger audience to the project.

1.2. Establish task recommendations based on guessed words.

1.3. High-value task unlock after discovering specific words.

1.4. Distribution of project tokens to players through an airdrop.

1.5. Listing on leading CEXes and DEXes..

Core Product: Research, development and public beta

1.1. Begin researching and developing the main decentralized learning platform where users can access educational content, connect with instructors, and engage in peer-to-peer learning.

1.2. Create a decentralized infrastructure to allow content creators to upload, manage, and monetize their educational materials using native tokens.

1.3. Implement tools for decentralized governance, enabling the community to curate and manage educational content and reward contributors.

1.4. Gather feedback to improve functionality, content curation, and token-based rewards.

1.5. NFTs acquired in the Wordly bot can unlock access to exclusive educational materials or provide privileges on the platform.

Core Product: Release and next steps

1.1. Officially launch the decentralized learning platform, allowing users worldwide to access and create educational content.

1.2 Expand the course catalog by onboarding educators and institutions, offering learning opportunities across various subjects and fields.

1.3. Integrate the native token for payments, rewards, and course purchases. Learners can earn tokens through participation in courses, contributing content, or completing challenges.

1.4. Instructors can monetize their courses by receiving payments in native tokens and reward learners for engagement and progress.

1.5. Expand the use of NFTs, allowing holders to access exclusive learning opportunities, receive discounts on premium content, or unlock advanced features within the platform.

1.6. Collaborate with other decentralized projects to increase the value and utility of the NFTs within the learning ecosystem.

1.7. Scale the platform by continuously adding new features and expanding the decentralized ecosystem to support more educators and learners.