

Last updated: April 15, 2026

2026



# Game Book MVP Roadmap

ADNAN ELKAMASH, PMP  
KELLEY SCHOOL OF BUSINESS, MBA 2027

# Summary

---

VAREDUN already has “Game Book” a functional MVP combining 3D gameplay, story-driven, and real-time learning integration through a connected quiz platform. We have a working, end-to-end MVP with gameplay, content, and learning integration.

What does this prove?

- Core gameplay loop is validated
- Platform integration (game + quiz platform on web) is functional

We are ready for user testing and iteration!

## Current MVP Status

---

### Core Gameplay

- Playable 3D game environment
- One fully functional playable character
- Two game levels implemented
- Enemy system (space base defenders)

### Content & Storytelling

- AI-generated introductory cinematic video (alien abduction storyline)
- AI-generated Question Master (Wise Man) interaction videos
- Interactive gameplay triggered upon player interaction with the Question Master

### Learning System

- Integration with web-based quiz platform
- Game retrieves the questions and their multiple-choice answers
- Active gameplay loop
  - Player encounters Question Master

- Quiz is triggered
- Player searches for the correct answers

#### Platform & Tools

- Web application for quiz creation
  - Currently supports multiple-choice questions
- Multi-language support implemented
- User-generated content capability (via quiz system)
- User Management System on the web.

#### Characters & Experience

- Character selection scene available
- Two characters designed
- One character currently playable

#### Technical Infrastructure

- Patch/update system implemented
  - Ability to create builds
  - Ability to deliver updates to players
- Fully functional on Windows platform

# MVP Roadmap (Execution Plan)

---

## Phase 1 – Enhance Features & Multiplayer Mode (0-3 months)

Goal: Develop the game's multiplayer mode

Key Deliverables:

- Multiple quiz types
- Improved cinematic videos
- Different hero characters
- Multiplayer support
- Scoreboard / leaderboards

Outcome: A complete multiplayer experience for a group of users

## Phase 2 – Smart Experience Layer (3-6 months)

Goal: Differentiate with AI-driven experience

Key Deliverables:

- AI-powered Wise Man interactions
- Dynamic conversations
- Early adaptive learning

Outcome: A unique intelligent gameplay experience

## Phase 3 – Platform Integration (4-7 months)

Goal: Unify ecosystem and prepare for scale

Key Deliverables:

- Integrate web user management with the game
- Login from inside the game
- Backend scalability setup
- Future platform targets:

- Xbox
- PlayStation
- Android
- iOS

Outcome: A connected platform

## **Phase 4 – Monetization & Growth Validation (6-9 months)**

Goal: Prove business viability

Key Deliverables:

- Define monetization model
- YouTube content
- Influencer outreach
- Feedback from parents and teachers
- Testing with kids

Outcome: Validated demand and early revenue signals

## **Phase 5 – Expansion & Innovation (9-18 months)**

Goal: Scale content and future-proof platform

Key Deliverables:

- New games and adventures
- Expanded storytelling
- Introduce AR/VR
- Enhance AI

Outcome: Scalable ecosystem

For more details, please scan the QR code to visit

**VAREDUN'S Info Center**

