

# Inferna Roadmap 2020

Roadmap for Inferna MMORPG development

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| <ul style="list-style-type: none"><li>• Skin support</li><li>• Loot boxes for Skins in the game with Key's to open over the Item Shop</li><li>• Animation improvement</li><li>• 3 x Dungeons</li><li>• 2 x new map's</li><li>• lot new Story Quests</li><li>• some side Quests</li><li>• new Game Translations</li><li>• System for Guild's (some IS textures like: "Guild Logo ingame")</li><li>• Adding Easter event</li></ul>   | Q1 |
| <ul style="list-style-type: none"><li>• Mobile version for iOS (iPhone, iPad)</li><li>• Mobile version for Android (Phones, Tablets)</li><li>• Animations in Store to buy (emotions, dancing)</li><li>• More Skins</li><li>• New max. Level 70</li><li>• New Weapons &amp; new Gear for Level 70</li><li>• 3 x Dungeons Level 60 – 70</li><li>• 1 x new Map</li><li>• Adding Guild maps</li><li>• Adding more Character customization Options via IS (Tattoo, Hair Colours, Scar's)</li><li>• Adding Jobs like Fishing, Harvesting</li></ul> | Q2 |

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| <ul style="list-style-type: none"><li>• Console Version Xbox</li><li>• Console Version PS4</li><li>• Full Controller Support for PC</li><li>• Version (Linux, Mac OS X)</li><li>• More Story Quests for the new Map's</li><li>• Adding Housing and Farming to the Guild system</li><li>• Animations for the Skills of a Character</li><li>• Adding Title System</li></ul> | Q3 |
| <ul style="list-style-type: none"><li>• New max. Level 80</li><li>• New Weapons &amp; new Gear for Level 80</li><li>• 3 x Dungeons Level 70 - 80</li><li>• Adding more systems</li></ul>  | Q4 |