[Confidential] V3 planned features

Meme Currency Bot V3 introduces a full progression and reward system including achievements, daily & weekly quests, boosters, badges, expanded admin controls, economic history, and upgraded data structure.
This release upgrades the bot from a basic meme economy to a **full gamified economic platform**.

Core Goals

- Drive daily user engagement
- Incentivize posting, commenting, and community contribution
- Add fairness, tracking, anti-exploit foundations
- Expand admin power & automation
- Build structure for seasonal systems (V4+)

Achievements System

Achievement Categories

Category	Achievements
Posting	First Post, 10 Posts, 50 Posts, 250 Posts
Commenting	First Comment, 10 Comments, 50 Comments, 250 Comments
Economy	1K Balance, 5K Balance, Earn 5K Total, Earn 20K Total
Social	First Transfer, Give 1K, Give 10K, Receive 5 Transfers, Receive 20 Transfers
Streaks	1-Day, 3-Day, 7-Day, 15-Day
Inventory	First Flair, All Flairs, First Badge, All Badges
Behavior	7 Days Clean, 30 Days Clean

⌄ Full achievement list

- Posting: 1 / 10 / 50 / 250
- Commenting: 1 / 10 / 50 / 250
- Balances: 1K / 5K / 10K (future)
- Lifetime earnings: 5K / 20K
- Giving: 1 transfer / 1K / 10K

- Receiving: 5 / 20
- Streaks: 1 / 3 / 7 / 15
- Flair: first + full
- Badges: first + full
- Behavior: 7 / 30 clean days

Quest System

LIVE (DAILY QUESTS) — EXPANDING TO WEEKLY QUESTS

Daily Quests

Quest	Requirement
Post Activity	3 posts per day
Comment Engagement	5 comments per day
Daily Bonus	Claim daily reward
Community Giveback	Give 10 MC
Earnings Target	Earn 100 MC/day

Weekly Quests

Quest	Requirement
Posting Marathon	10 memes
Comment Marathon	30 comments
Weekly Gifting	100 MC given
Consistency Reward	Claim 7 daily bonuses

Booster System

Booster	Multiplier	Duration
Standard	2x	1h
High	3x	30m
Ultra	5x	15m

Badge System

Badge	Unlock Trigger
Founding Badge	Legacy users
Achievement Badge	Earn 5 achievements
Economy Badge	First 5 transfers
Streak Badge	7-day streak

User Profile System

IN PROGRESS

Displays

- Username & flair
- Balance
- Earnings total
- Spend stats
- Achievements count
- Badges
- Boosters active
- Daily streak
- Posts & comments count
- Transfer stats (sent/received)

Economy & Transfer System

Features

Feature	Description
Transfers	User-to-user MC
Gift Presets	Quick gift buttons
Transfer Notes	Message attached

History	50 entries per category
Audit	Timestamp + trail
Admin View	Full mod visibility

Admin System

˅ Full Admin Tool List

User Management (6)

- Adjust balance
- View user stats
- Give booster
- Reset user
- Give badges
- Max flair

Bulk Operations (4)

- Give all users
- Top 10 bonus
- Reset daily bonus
- Reset quests

Achievement Tools (4)

- Grant achievement
- Revoke achievement
- Grant all
- View achievements

Reports

- View bug reports
- View unfair play reports
- Delete report entry

Analytics Dashboard

- Total users
- Avg balance
- Total MC circulation

- Post/comment activity
- Achievement stats
- Refresh button

⌄ Pagination

Pagination: **2 items per page across admin menus**

System Logic & Infrastructure

Feature	Notes
Redis Key Structure	Streaks, quests, boosters, logs
Daily Reset	Cron @ midnight
Auto-Checks	Every economy-triggering action
Multiplier Engine	Global × personal
Anti-Exploit Phase-1	Shadow flags & log review

Navigation UI

New navigation:
Home | Achievements | Quests | Shop | Transfer | Leaderboard | Profile | Admin

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Timeline & Jira Links

Phase	Date	Status
V2 Complete	02 Nov 2025	DONE
V3 Development Window	01 Dec 2025	DONE
V3 QA Window	04 Dec 2025	UPCOMING
V3 Release Target	06 Dec 2025	PLANNED

Decisions

- **Proceed with seasonal events & prestige badges in V4**
  Reason: V3 establishes the progression framework.