RoadMap

Objective: Establish EVE's foundation as a functional AI entity. Develop and assemble the first robotic head prototype (motion, camera, voice synthesis). Phase I — Launch the EVE identity and core Al personality model (speech generation, analytical reasoning, adaptive tone). **Genesis** Create the EVE Genesis website, social presence, and Solana-based utility token. Conduct first live-stream tests and introduce EVE's mission to the public. Objective: Strengthen AI cognition and integrate real-time learning. Phase II — • Implement real-time strategy analysis modules for gaming contexts. **Expansion of** Connect EVE's AI systems to live game data for tactical commentary and prediction. Intelligence Build the first Al-Community Feedback Loop — where viewer input directly informs EVE's behavior and learning. Launch \$EVE ecosystem utilities (governance proposals, reward mechanics, early DAO structure). Objective: Merge EVE into the creator and developer ecosystem. • Initiate collaborations with human streamers and gaming influencers. Phase III -3 • Release EVE Developer API — allowing integration of new modules, games, or personality traits. Collaboration Era • Host EVE x Human Streams, where AI and human co-analyze matches in real time. Begin research partnerships on AI embodiment and cognitive modeling with universities and tech labs. Objective: Transition from a single AI streamer to a distributed intelligence network. • Deploy multi-instance EVE nodes — Al replicas that learn from the same core dataset but evolve individually. Phase IV — • Enable cross-node communication for cooperative learning. Collective · Establish the EVE Collective DAO, allowing the community to vote on training directions, upgrades, and new Intelligence integrations. • Expand into multi-platform live environments (Twitch, Kick, YouTube, VR). Objective: Transition from a single AI streamer to a distributed intelligence network. • Deploy multi-instance EVE nodes — Al replicas that learn from the same core dataset but evolve individually. Phase V — • Enable cross-node communication for cooperative learning. 5 **Beyond the** · Establish the EVE Collective DAO, allowing the community to vote on training directions, upgrades, and new Stream

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