

# Sonic // HyperGrid Technical Detailed Roadmap

## 1. Phase 1 (Q4/2024-Q1/2025)

### a. HyperGrid Network Genesis

- i. Inaugural deployment of the [HyperGrid Shared State Network](#)
- ii. Facilitation of the creation of SVM networks and interoperability between them.

### b. Sonic SVM Genesis

- i. Genesis event for the Sonic SVM network.

### c. HyperFuse Network Security

- i. [The decentralized collective of nodes acting as a safeguard.](#)
- ii. Ensures all operations within the Grid rollups adhere to the highest standards of accuracy and integrity.

### d. \$SONIC TGE

- i. The official Token Generation event of the \$SONIC token

## 2. Phase 2 (Q1/2025)

### a. Sonic Network Mainnet-Alpha

- i. The official deployment of the Sonic Mainnet-Alpha network
- ii. Deployment and integration of critical core services (Bridge, DEX, Oracles, and NFT Programs)

### b. Sonic X - Tiktok App Layer Mobile Version

- i. Develop and release native Android and iOS apps to support higher quality game content and asset distribution.

### c. Sonic Bridge (SOL, sSOL, SONIC, sonicSOL, USD(C/T/\*))

- i. Deployment of the official Token Bridge on Sonic.
- ii. Support the bridging of SOL, sSOL, sonicSOL, and stable coins (USDC/T/\*)

### d. HSSN Validator Onboarding

- i. Onboarding operation of all HSSN validators.

## 3. Phase 3 (Q2/2025)

### a. HyperGrid Optimistic Rollup Stack

- i. Further proliferation and integration of SVMs on HyperGrid Optimistic Rollup Stack.
- b. **Grid v2 – Second Generation Rollup Runtime for HyperGrid**
  - i. Testnet Deployment of the Sonic Grid v2.
  - ii. Integration of Sonic Grid v2 on Sonic Mainnet.
- c. **\$SONIC Staking**
  - i. Deployment of \$SONIC Staking programs.
  - ii. \$SONIC holders stake/delegate \$SONIC with HSSN validators and earn rewards.
  - iii. Implementation of Rewards and Slashing Mechanism
- d. **RUSH ECS Growth**
  - i. Further proliferation of Rush ECS Framework primitives and SDK clients.
  - ii. Further support wider use cases for Rush ECS Gaming primitives for Fully On-Chain Games.

#### **4. Phase 4 (Q3/2025)**

- a. **HyperGrid zkSVM Development**
  - i. Research & Development of zkSVM for HyperGrid Nodes