

NEGLECTED LABS

Whitepaper & Roadmap (2025–2027)

A complete overview of the Neglected Labs vision, direction, and multi-year development plan.

1. Introduction

Neglected Labs is evolving from a traditional NFT-focused project into a multi-dimensional creative brand built around character-driven storytelling, 3D development, casual gaming, and long-term world-building.

Our mission is to develop a sustainable universe that expands through digital worlds, mobile games, seasonal content, and community partnerships.

2. The Role of BOO Token

The BOO token now serves only as a simple reward token. It is not a financial asset, utility token, or tradable product. BOO functions only as participation XP or loyalty points.

BOO is not used for transactions, staking, governance, or market value. It plays no role in the long-term roadmap.

3. Neglected Island – Core Ecosystem

Neglected Island is our metaverse collaboration with Ultra Kingdom. It features multiple custom-designed zones, 3D assets, characters, lore, props, and interactive systems.

This multi-year project forms the core universe connecting all Neglected Labs characters and stories.

4. 3D Production Pipeline (T1L & Ghosts)

T1L will transition into fully rigged 3D playable characters for Neglected Island.

Ghosts will evolve through new seasonal art styles, expansions, and creative variations.

Ghost Seasons begin after all current tasks and reworks are completed.

5. Mobile Games Roadmap

Mobile gaming is a major pillar beginning with Tubby Clicker releasing in 2026.

Future games (1–2 per year) will include casual, family-friendly titles featuring Ghosts, T1L, and Neglected Island themes.

6. Ghost Seasons

Ghost Seasons provide new art, themed variations, and expanding visual creativity for Neglected Ghosts.

Each season ties into the world of Neglected Island and enhances long-term brand identity.

7. Community & Brand Vision

Neglected Labs aims to evolve into a multi-platform entertainment brand with a strong focus on:

- Metaverse integration
- 3D character development
- Mobile gaming
- Character-first storytelling
- Seasonal content

- Long-term partnerships

8. Roadmap Timeline (2025–2027)

Phase	Summary
Phase 1 – Foundation (2025)	- Restructure IP and brand direction - Finalize core zones of Neglected Island - Ghost system cleanup - Tubby Clicker pre-production - T1L 3D pipeline setup
Phase 2 – Production (Late 2025–2026)	- Tubby Clicker development - Full 3D production for T1L - Neglected Island expansion - Ghost Season planning
Phase 3 – Launch Cycle (2026)	- Tubby Clicker release - First T1L 3D showcase - Ghost Season 1 - Public Neglected Island access
Phase 4 – Expansion Era (2026–2027)	- 1–2 mobile games - Neglected Island Chapter 2 - More T1L 3D characters - Expanded Ghost seasonal content
Phase 5 – Long-Term Vision (2027+)	- Long-term brand maturity - Multi-game ecosystem - Expanding lore and world - Collaborations and media opportunities

9. Conclusion

Neglected Labs is building a long-term entertainment ecosystem centered on creativity, storytelling, and engaging digital worlds.

With Neglected Island, mobile games, 3D production, and evolving seasonal art, the project is positioned for sustainable growth from 2025 through 2030 and beyond.