- LIKO-12 is still very not-polished. And I think 1.0.0 would tell that it's polished, that's not the case. Maybe LIKO-12 v2.0.0? That's when it's really polished ---
  - Development stages:
  - Prototype: That was more than 2years ago, from v0.0.1 to v0.0.5A

Currently → - Alpha: I guess that should be from v0.6.0 to v1.x.x
  - Beta: That's when LIKO-12 get polished, It will be v2.x.x
  - Release: The full release, LIKO-12 should be ready to by used by anyone, well polished and all planned features implemented, It would be from v3.x.x and up.

  And once release/beta are made, the stages below it should be considered

- Adding a new feature:
  1. Prototype: See how good or bad it is.
  2. Alpha: Write the full implementation, clean the bugs, get stable.
  3. Beta: Polish it, ~~eventhe~~ Implement the OS integeration.
  4. Release: Test it enough, make sure that its ready for the future release, imagen thousands of people using it.

- What LIKO-12 is? It's a huge project, and a modular one, that means it's made of individual parts...
  And I could think of those sub-projects:
  - LIKO-12, The fantasy computer:
    - The official peripherals.
    - Engine feature
    - All of the ~~thing~~ sandbox environment.
    - Connected with the BIOS project.
  - BIOS, The super-os which bypasses the sandbox t. ~~aaaathe~~ do advanced miscellenous tasks.
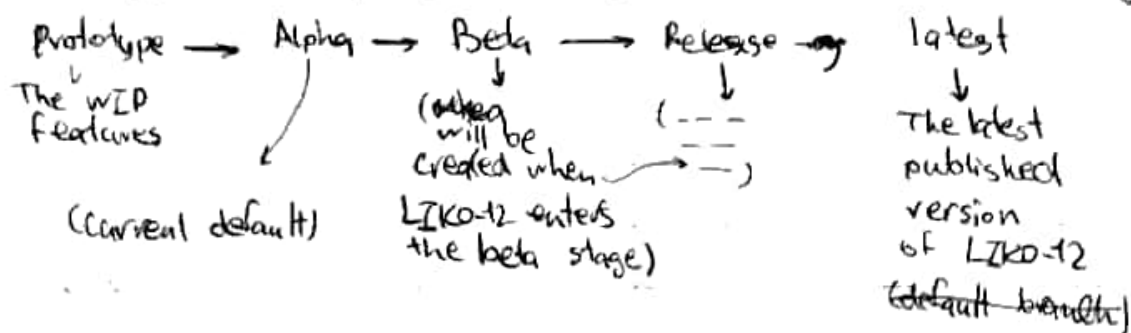 - DiskOS, The official LIKO-12's OS.
  - GlassOS, The one like the new computers oses.
  - LuaOS, The Base OS.
  - PoorOS, Single file, integerated with the BIOS.

. There would be seperate branches for each release stage
  . Prototype → Alpha → Beta → Release → latest
    The WIP   (other   (---   The latest
    features   will be   ===)   published
                               created when →—)   version
    ((current default))   LIKO-12 enters   of LIKO-12
                               the beta stage)   (default branch)

• LIKO-12 would have 2 webpages ⌐ The project page.
                                 and Th product page ' —

• The branch ReadMe.md should explain what each
  branch is, so people looking

• Nghtly builds: They would happen everynight, and
        will self-terminat if no new commits were made
        each branch will have it's nightly builds,
        except the "latest" branch

        The nightly build page would desplay:
            - The latest commit in this branch in the main page
            - A list of commits since the last build, and a
              link to the commits history
            - The latest time the Travis build has been
              executed, should be updated even if the
              build was skipped.
            - The builds downloads.
            - A link to github issues.

            - The nightly build release number might be
              named after the commit shortened ID.
            - The nightly builds webpage may or may not
              use javascript.
            - A self-updater could be provided in
              the future?

• Always try your best to make it easier for other
  people to contribute.

- When someone ~~urban~~ wants to create a fantasy console/computer or his own customized LIKO-12 he could easily fork the repo, and ~~it~~ would be better if he:
    - Renamed it, so it could be differentiated from LIKO-12
    - Add credits to the official LIKO-12
    - And please keep it open-source, I know you are allowed close-source it and sell it accourding ~~#~~ to the MIT license, just keep it open-source, even if you are selling it (ship the sourcecode with
- ~~the LIKO-12 license on board~~ the seled copy, the source code ~~counts~~ doesn't have to be ~~paid~~ free.

- Any type of contributors are accepted; like:
    - Financial managment of the organisation
    - The project goal, managment, etc.-
    - The contributions reviewing.
    - The front-end.
    - Designing LIKO-12, or the website...
    - Bug testing.
    - Any contribution is wanted, as long as it's good for the project.