$\mathcal{L}$agrangian
Long-term roadmap

August 3, 2022

The unordered list of aims, plans and suggestions for $\mathcal{L}$agrangian Kernel development.

1 Aims

- Gain fun.

- Gain new knowledge and skills in programming, physics etc.

- Create performant scientific simulations and machines.

- Create and maintain relative easy extensible API

2 Medium and Far Future features

- Divide codebase to modules.

- Switch to CMake build system.

- Switch to using TypeScript language instead JavaScript.

- Switch to using Kernel module.

- Switch to using MultiPlayer.

- Electricity.

- Fields (Electromagnetic mainly).

- Energy convertation.

- Alternating current.

- Superconductivity.

- Chemistry.

- Ore processing

3   Always actions

- Learning neccessary and not exists knowledge for feature!

- Think about almost every part of the code.

- Stabilize API at least sometime.

- Maintain manuals and docs for project almost up to date.

4   Peculiarities

- Fully Open Source.

- No primitive technologies, magic, mobs, etc.

- Not Nether and End support