ℒagrangian
Long-term roadmap

August 16, 2022

The unordered list of aims, plans and suggestions for ℒagrangian Kernel development.

1 Purpose

Educational.

2 Aims

Unclear and may changed.

- Gain fun.
- Gain new knowledge and skills in programming, physics etc.
- Add some REAL scientific and technologic content.
- Create and maintain flexible and extensible API

3 Medium and Far Future features

- Divide code to modules.
- Switch to using CMake build system.
- Switch to using TypeScript language instead JavaScript.

- Switch to using Kernel module.
- Make it usable by multiple users.
- Remove or rewrite workarounds and tricks and switch to using InnerCore bad features realisations to own.
- Make it less dependent of Minecraft, InnerCore and Android.

- Geology and mineral resources processing.
- Electricity.
- Chemistry.
- Fields (mainly Electromagnetic).
- Energy convertation.
- Alternating current.
- Superconductivity.
- Semiconductivity.

- Make it possible to use to Minetest, Mechaenetia or similar engine (maybe?)

4 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.

5 Peculiarities

- Fully Open Source.
- No primitive, magic, war technologies; creatures etc.
- No Nether and End support.
- No predefined missions, ”pseudoresearches” and quests to complete.
- ”Fuzzy” tiering.
- Comparatively more difficult, complex and complicated than grindy