

# *Lagrangian* Long-term roadmap

August 12, 2022

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

## **1 Aims**

Unclear.

- 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 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 InnerCore bad features realisations to own.

- Rewrite android related code.
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- Geology and rocks processing system.
  - Electricity.
  - Chemistry.
  - Fields (mainly Electromagnetic).
  - Energy convertation.
  - Alternating current.
  - Superconductivity.
  - Semiconductivity.
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- Make it possible to use to Minetest or similar engine (maybe)

### **3 Always actions**

- Learning necessary 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, creatures, etc.
- Not Nether and End support.
- Comparatively more difficult, complex and complicated than grindy