$\mathcal{L}$agrangian Kernel
roadmap

July 29, 2022

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

1 Aims

1. Replacement of old and no well architected Inner Core abstractions

2. Code separation that can be used by other people

2 Peculiarities

1. fully Open Source

2. To Do

3 Future features

3.1 Renderer lib (WIP)

To Do:

1. Compile my bad code - OK

2. Use smart pointers and make some changes for memory safety (references, const etc), in Operations class hierarchy etc

3. Test concepts of model changing operations

4. Realize a render by Tesselator

5. set Own texture atlas

6. Test concepts of model render

3.2 Ore deposits generation lib (Almost not implemented)

Not in public repositories

3.3 Micro block API (Almost not implemented)

in GTBE REPOSITORY

4 Future features