

*ℒ*agrangian Long-term roadmap

August 4, 2022

The unordered list of aims, plans and suggestions for *ℒ*agrangian 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 codebase to modules.
 - Switch to CMake build system.
 - Switch to using TypeScript language instead JavaScript.
 - Switch to using Kernel module.
 - Switch to using MultiPlayer.
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- Electricity.
 - Fields (mainly Electromagnetic).
 - Energy conversion.
 - Alternating current.
 - Superconductivity.
 - Semiconductivity.
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- Chemistry.
- Ore processing

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