Common plan:

1. Preparation for first alfa release:
   1. Names of nodes with auto-assignment
   2. Proper focus of scene
   3. Sizes of dialogs
   4. Proper transitions between dialogs; to draw diagram
   5. Control of reconnection by nodes’ types
   6. Logging and validation for alfa testing
   7. Executable on separate branch
   8. Description and readme
2. In parallel to alfa-testing:
   1. Refactor
   2. Test drawing with validation
   3. Cover by tests file handlers and solver
3. Add points
4. Clean up repo and make Tree standalone (and maybe other potential libraries)
5. Solve issue with artifacts on QGraphicsView
6. Add current sources and different types of loads and converters, modify the file schema
7. Implement setting, checking and displaying limitations
8. Implement element’s library
9. Try to implement connection with Confluence (displaying and storage in pages, loading consumption requirements from Yogi or embedded macros)

Following features and modifications:

* Measurement units as data types
* Modes of device’s work
* Selection of max of consumptions of different modes
* Heating calculations and limitations checking