Common plan:

1. Preparation for first alfa release:
   1. Test on real example from practice, collect errors and fix them
   2. Logging and validation for alfa testing
   3. Executable on separate branch
   4. Description and readme
2. In parallel to alfa-testing:
   1. Refactor
   2. Test drawing with validation
   3. Restore reconnection
   4. Cover by tests file handlers and solver
   5. Tune placement of buttons in message boxes
   6. Control nodes’ names uniquness
3. Not needed every time ask to save net. In only cases when the net has been changed.
4. Add points
5. Return to use recordclasses in gui\_int instead classes
6. Clean up repo and make Tree standalone (and maybe other potential libraries)
7. Solve issue with artifacts on QGraphicsView
8. Add current sources and different types of loads and converters, modify the file schema
9. Implement setting, checking and displaying limitations
10. Implement element’s library
11. 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

Knows issues:

* **Complex parent nodes deletions in complex nets may be being done incorrectly and with scene corruptions**
* When you load net, then add new nodes, then repeated nodes’ names may appear