VibeBoard: Unimplemented/Forgotten Features

Based on analysis of 659 Claude sessions + 11 Gemini brains

HIGH PRIORITY - Core Features Never Completed

1. Scene Chaining & Video Extension System

Status: Backend incomplete, frontend partial

- [ ] Update Prisma schema (Character, SceneChain models)
- [ ] Create Character Controller & Routes
- [ ] Create Extend Video Controller & Routes
- [ ] Implement real video analysis (currently mocked)
- [ ] Frontend: Implement Scene Chaining UI
- [ ] Integration testing

2. Fal.ai Model Documentation & Parameter Research

Status: Never started

- [ ] Wan 2.1: Find FPS, frames parameters and schema
- [ ] Kling: Find Camera Control schema
- [ ] Veo: Check capabilities and schemas
- [ ] Create docs/fal_models.md summary
- [ ] Update FalAIAdapter.ts and modelCapabilities.ts

3. Deployment Scripts

Status: Never completed

☐
   Prepare production deployment scripts

☐
   Docker configuration finalization

☐
   Environment variable documentation

MEDIUM PRIORITY - Vision Features Not Started

4. Audio Studio "VibeSync"

Status: Conceptualized, not implemented

☐
   Neural Foley: Generate ambient sound/SFX from video analysis

☐
   Voice Foundry: ElevenLabs/OpenAI Audio integration for dialogue

☐
   Lip-Sync Pipeline: Dedicated editor (partially implemented with sync-lips)

☐
   Audio Tab interface for generating and layering sound

5. Character Foundry 2.0

Status: Basic version exists, advanced features missing

☐
   Face Locker: Upload 5 photos → Train dedicated LoRA on-the-fly

☐
   Wardrobe Manager: Define outfits separately from character face

☐
   Casting Board: UI to cast generated characters into script roles

☐
   Persistent Character profiles (LoRAs/Embeddings)

☐
   Consistency Hook: Auto-inject Character LoRAs in generations

6. Director's View Timeline

Status: Conceptualized, not implemented

☐

☐ Multi-Track Timeline (Video, Audio, SFX, adjustment layers)

☐ AI Transitions (Morph Cuts, Camera Handoffs)

StoryTimeline.tsx component to replace/augment linear Storyboard

7. Node Graph View

Status: Conceptualized, not implemented

☐

☐ Toggle from Timeline View to Node Graph View

☐ Visualize ComfyUI backend logic

For advanced VFX Supervisor workflows

LOW PRIORITY - Polish & Enhancement

8. Glass Studio UI Theme (Partial)

Status: Partially implemented

☐

☐ Full glassmorphism implementation (backdrop-filter: blur-md)

☐ framer-motion page transitions and card interactions

☐ Micro-interactions (button glow/scale on hover)

☐ Success state particle effects

Collapsible "Floating Palettes" for tools

9. Landing Page Redesign

Status: Not started

☐

☐ "Netflix for Projects" gallery design

Immersive canvas with less chrome

10. AI Roto & Paint (VFX)

Status: Conceptualized, not implemented

☐

In-Video Inpainting ("remove that coffee cup in a moving video")

☐

One-click rotoscoping for background removal

☐

Compositing characters into 3D environments

11. Camera Control Verification

Status: Implemented but not verified

☐

Verify camera controls work with Veo models

KNOWN BUGS - Never Fully Resolved

12. Video Generation with Local Elements

Discussed: Multiple sessions

☐

Reference images from local storage not accessible to providers

☐

Element URLs need to be publicly accessible or base64-encoded

13. ComfyUI Workflow Integration

Discussed: Wizardly-engelbart worktree

☐

ComfyUI workflows not fully integrated with generation pipeline

☐

Active bug with workflow execution

14. Native App Verification

Status: Mentioned but never verified

☐

macOS native app packaging

☐

Desktop app deployment

Summary Statistics

Category	Count
Core Features Incomplete	3
Vision Features Not Started	4
Polish/Enhancement	4
Known Bugs Unresolved	3
Total	**14 major items**

Recommended Priority Order

1. **Scene Chaining System** - Critical for multi-shot workflows
2. **Fal.ai Model Documentation** - Needed for proper parameter handling
3. **Deployment Scripts** - Blocking production launch
4. **Audio Studio** - Major differentiator vs competitors
5. **Character Foundry 2.0** - Solves the consistency problem
6. **Director's Timeline** - Pro-level editing capability

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