Back to SrrTrains Core Team - PM Stuff

SrrTrains v0.01 Backlog

Date: 2018-04-27

The following user stories were foreseen for the Release "Step 0033" (PROJECT NOW CLOSED)

Step	Requestor	Title
	Story	
0033	PM (LPTY1)	Basic Vehicle Cab via Console
	The basic cab shall be visible and controllable in the console interface. Doing so it would be possible to influence EVERY vehicle via the console.	
0033	internal	Re-Design after First LAN Party
	The SRR Framework is still instable, especially in multiuser-mode. Therefore the complete SRR Framework shall be re-designed, even considering an abandonment of the ECMAscript-paradigm and using other (open source) frameworks, even forcing us to use other browsers and to change the SRR Tools.	

The following user stories have been collected and are noted here

Step	Requestor	Title
	Story	
	SET	Extensibility and Modularity
	SrrTrains should be open to the modeling of cars/trucks and pedestrians.	
	BXR	Enhanced Communication
	To be perfect, he need, - "Body language" function for gesturing of avatars using key words from users messages; -"Synthetic Voice" function for the reader of users messages ...	
	TVB (LPTY1)	Quality of Track and Turnout Models
	The quality of the existing static track and turnout models is not sufficient by far. Even the graphical output of the state of the points is very disappointing. Some improvements are definitively necessary.	
	internal	Standard Topology/Geometry of Modules
	The geometry of standard modules shall be defined, to ease the interworking of modules of different authors. The "interfaces" between the modules shall be defined. Therefore a survey shall be done (at least in the internet), whether such standards are already existing for "real" model railroads (NEM, NMRA, ...).	
	internal	Blender Python Scripts
	As a first step of authoring support, it is envisioned to provide Python scripts for the Blender editor to ease the creation of SrrTrains modules.	
	SET	Automatic Banks and Cuts
	Authoring of modules would be easier, if an authoring tool would support creating banks and cuts in the hills and mountain side, given an input track geometry.	
	internal	Open Source Preference Authoring

	As far as useful and possible, the SRR Framework and the SRR Tools should prefer open source tools, when deciding to support this or that authoring tool	
	internal	Browser Independence
	We wish that the SRR Framework can be used with a broad variety of Web3D Browsers to attract many authors and users who might have their preferences regarding usage of this or that Web3D Browser.	
	internal	Server Independence
	We even wish, that different Web3D Browsers can be used concurrently in one and the same multiuser session, leveraging the standardized nature of the network sensor concept.	
	internal	Open Source Preference Browser
	As far as useful and possible, the SRR Framework and the SRR Tools should prefer open source tools, when deciding to support this or that Web3D Browser or when deciding to support this or that MU System	
	internal	Asynchronous Controllers for Extension Modules
	Currently, the SRR Framework supports "synchronous" controllers for extension modules only. This is an "ugly" approach, which should be replaced by "asynchronous" controllers for extension modules	
	internal	Derailment when switching the points
	Derailment of vehicles, when switching the points erroneously	
	internal	Bursting Open the Points
	Burst open the points	
	internal	Exploding on Derailment
	Derailment -> explode	
	internal	Coupling of Vehicles and Bumpers (Basic Collision)
	coupling, bumper	
	internal	Slanting Collision
	slanting collision -> derail	
	internal	Head On Collision and Rear End Collision
	Head-on collision / rear-end collision -> derail	
	internal	Basic Interlocking like in the 1900's
	basic interlocking ("1900s")	
	internal	Train Movers
	A kind of "Train Movers" should be implemented, to implement moving tracks and turnouts. This should help in implementing following use cases: - ferry ships transporting trains and wagons - turntables - wagons carrying other wagons (e.g. narrow gauge wagon on standard gauge) - a whole "model railroad layout within the model railroad"	
	internal	External Effects
	Some kind of "external effects" should be possible to be imposed to wagons and trains. This should help to implement following use case - loading/unloading goods to/from wagons	
	internal	Manual Decoupling (GUI)
	manual decoupling with some kind of GUI	
	internal	Decoupling with Decoupling Track
	decoupling with decoupling track	

Legend:
SET = Sven-Erik T.
BXR = BlaxxunRomania
PM = Paul M.
TVB = Thomas B.