**Roadmap Items**

**1.1**

PoET2 + Raft Preview

New consensus engine

New Rust components

**1.2**

**Continued Rust-ification**

* Block processing (transaction and batch execution code)
* Transaction execution platform
* Block validator (in scope for Q3 Bitwise)
* Gradual porting of other items

**Performance:**

* Improvements in the networking layer – message dispatching, could be improved by switching to Rust
* Sharding/scaling?
* State checkpoints + State transfer protocol
* Light Client
* Partial Trie Proofs

**Governance Docs:**

* Additional RFC groups defined?

**Other Networking:**

* Networking over SSL/TLS?
* Point-to-point networking

**Privacy**

* Constellation/Quorom style privacy through point-to-point transaction sharing
* SGX-based TP SDK (or could be something like EVM-in-SGX, or WASM-in-SGX)
* zk stuff?
* PDO
* ‘Subchain’/Sidechain

**Test Coverage:**

* Improved unit tests
* Longer running LR with more nodes/more TXNs/different workloads
* Byzantine nodes/testing?

**Apps:**

* Indy transaction processor?
* Caliper benchmarking?
* Sabre
* Supply Chain?
* Seth
* Identity (as part of Sabre)

**Consensus:**

* Raft+PoET2 final
* pBFT
* Remme (looking at pBFT? Also, were looking at proof-of-stake)
* Ryan Bennet at Filament (interested in integrating with new API)
* minBFT (probably from NEC)

**Dev Tools:**

* Stuff that Edan wrote (Composer-esque)
* Upgrade to version 18 of Ubuntu w/ Debs
* Smaller/more minimal Dockers
* Iteration on build system
* Kubernetes
* Ansible
* Compatibility with common databases for state export
* REST API developer improvements
* Deployment tools (e.g. Cello)

**Community:**

* Sawtooth roadmap
* Sawtooth 1 pager
* Sawtooth product deck
* Test network
* Should we have a wiki page with companies/repos building/using Sawtooth