FURTHER DEVELOPMENT OF OPENPASS
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- Update OSI 3.3.1 (pending merge request)
- Refactoring object representation in the ground truth (ongoing)
- Enhancement of requests in the agent interface (scopes, static objects) (ongoing)
- Refactoring pyOpenPASS (allowing of several test cases for the same simulation) (ongoing)
- E2E tests for the spawner (ongoing)
- Extended support for traffic lights (ongoing)

- Support for SSP (incl. wrapper)
- Update OSI 3.4.0
- Integration of OpenSCENARIO Engine V1.1 (incl. Mantle API)
- Determinism
- Visualization
- Refactoring agent interface
- Further development of the CI
- Further development of the GUI
- Official support for Linux
- Qmake drop
- Consistent PostCrashCalculation (events only one time written, deletion of message „PostCrashCalculation failed“)