# TO-DO

1. Create UML Diagram project
2. Made creational patterns redesign

# Global Tasks

1. Refracture Architecture
   1. UML layer diagram project
   2. Creational Patterns for current
   3. Behavior patterns for current project
   4. Structural patterns for current project
   5. Class diagrams for different parts of a project
   6. Implement new architecture
   7. Simple UML Diagram for future
2. Finger movement visualization
   1. Create Task color for material
   2. Create material alpha animation
   3. Create Final animation to movement
3. Task switching

# Done