# TO-DO

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

# Global Tasks

1. Mesh generation circle
2. Mesh generation Factory method implementation
3. Finger movement visualization
   1. Create Task color for material
   2. Create material alpha animation
   3. Create Final animation to movement
4. Create line around shape of finger movement
5. Task switching
6. Tracing each finger
7. Refracture current Architecture
8. Create Future architecture UML

# Architecture Tasks

1. Creational Patterns for current
2. Behavior patterns for current project
3. Structural patterns for current project
4. Class diagrams for different parts of a project
5. Implement new architecture
6. Simple UML Diagram for future

# Done

1. UML layer diagram project
2. Implement Abstract factory for Platform tools
3. Implement Singleton for Platform tools
4. Improve input data behavior
5. Indexing for input fingers
6. Implement singleton for game manager
7. Create the Global settings
8. Create static Platform utilities
9. Implement the abstract factory for cross platforming.
10. Create controller In a view of abstract products.