

Memory Issues:

The program is horribly inefficient. I suspect this has something to do with the way character are built piece by piece and all the different factories are called individually. Optimization should be focused here.

Unimplemented Ideas:

Quests

Save

NPC

Towns

Trading

UI Issues:

The data bindings for having buttons appear/vanish on command are really wonky and I could never get them to properly work. I ended up having to hardcode in solutions instead of using Data Bindings despite the fact I tried everything I could imagine. I suspect this has something to do with me getting a derived value and cascading that up into the Boolean checks to see if a button should be visible and while the value changes, it never cascades up the notification.