**EXPLINATION**

* this is an entire Encryption - Decryption program that I wrote in C#.
* there is also a python one if anyone is interested though it's a lot slower, even with multi-threading.
* I thought that this may come in handy for anyone who either was just wanting to look into encryption / decryption or it may also come in handy for people looking to make a save system for there game and they don’t want the user to be able to simply go in a change the save file.
* For the setup that I have just now the user can either encrypt everything in the folder “Files” or they can drag and drop a folder onto the Executable and it will encrypt everything in that folder. These parameters can be changed in the code itself for the folder you may have your files in.
* The algorithm will use a Password that the user enters to encrypt and decrypt the files
* For smaller files they may be encrypted to a larger file size but for larger files they will be compressed down and then encrypted to save space, this also has an added benefit of making it slightly harder for someone to try and decrypt it themselves

**IMPORTANT**

* This should be able to Encrypt and decrypt many file types. Even if you make your own extension name. but if the file has any attributes on it eg (Read Only, System File, Password Locked…) then there may be a problem encrypting the file and it may even corrupt the file. I’m trying to work my way around this
* This being said I am under no liability for any files that you could lose if you try and encrypt/Decrypt, I would suggest making a copy and testing different file types first. I have made the code to try and be as bug free as I possible can but there is always edge cases that I may not have tested and could lead to issues.
* If you are going to use this code in your project, I would highly respect it if you would give me credit

**NOTES**

* If there is anything you feel should be added to this document, please notify me via Discord
* I have commented the code as I see fit, if you would like me to comment more / bits that you feel should be, just notify me on discord and I will make the relevant changes.

**Discord**: PyroDeathAdder(Pyro)