Keep developpement chart:

- naming convention is CamelCase for better read (gangsneedingpots -> gangsNeedingPots);

- use '\_' only in private fields and constants;

- private fields startwith m\_[UpperCase] (keeping original convention);

- local variable starts with [LowerCase];

- properties and functions starts with [UpperCase];

- generic attribut must be named with explicite name ([TKey, TValue] instead of [T, U];

- use var type only for Linq or Anonyme class;

- variable name are the most explicit possible, gangMemberNum is better than num or security than sec.

Refactoring:

- Avoid all public field and replace it by pair private field/public property.

- Move all IHM related instruction (like colors, size...) to specific project who expose interface (Pattern GOF) that implement game IHM interface (class inheritance) use with game process to exchange informations.

- Move all OS specific instructions (like file access..) to specific project who expose interface (Pattern GOF) that implement game interface (class inheritance) use with game process to exchange informations.

- Extract all text to get it from resources. Need to translate game.

1) Skills and Stats attributs was convert to object who store weekly and annual progression, automaticly keep value between parametrable bound limits.

Attribut keep original value (without modifier like drugs, items, charms...) and current value (original value affect with all modifier).

Creation of specific collection to manage the attribut set.

(2) Gold is agregate to player class who herite from IWMaster. Rival herite from IWMaster too to extend to Whore Master NPC.

WMaster V2 : add IA to rivals to challenge playing.

3) Correcting some wrong access to attribut array (enemy\_gang->m\_Skills[STAT\_CONSTITUTION]). The object structure prevents now this kind of bug.

(4) Gang mission has been structured to object structure:

To add a new gang mission type:

First add entry to GangMission enum.

Next create Class of gang mission, it will be a sub class of abstract GangMissionBase class.

Next override virtual function PreExecuteJob, ExecuteJob and PostExecuteJob as needed.

Finnaly add instanct initialisation into factory methode GangMissionBase.GetMission(GangMission newMissionType, Gang gangToAssigne).

To tell gang to do mission, call in GangManager : foreach(Gang gang in playerGang) { gang.Mission.DoWork(); }

(5) Move player inventory from brothel to player instance

6) Replacing EVENT\_??? constants to EventType enumeration.

Serialisation XML (resources, config files and save game)

Class or structure must be serialisable ([Serializable()] attribut must be set in class/structure declaration.