# ShatteredTextual

Textual game engine

## Ongoing

### Axioms

### Learn

### Tasks

#### Quick Tasks

* Make Readme on github (see udemy example)
  + Speak about the reason of singleton usage ( small project )
* Transform project to be generic and look like an engine

#### To do

* WPF App
  + UI/View
  + Logic
* Json inEngine
* Icon system

## Data Creation WPFApp

### ToDo

* Look for widget that can be use to show choice/link
* Review udemy course app in detail
* Review wpf sample
* Look for mvvm example application

### Tips

* Use app.xaml for global

#### Current PB

* One viewModel per view ? How to separate view in my case
* Make a main window containing either gamewindow or level window ?

### Visual

* Could use border

#### Layout

* Use combo box for condition : none , event or probability
* Use expander for game & progression event part ?
* Level & choice
  + Listbox ?
  + Listview ?
* Could use grid splitters

### Logic

#### View

###### Title

* Forbidden char
  + All : [ , ] , \* , // , ||, …
  + Link & levelname: space

##### User control

* Needed ?

#### VM

##### Saving / Loading

* Use json serialization ?

###### Loading

* Use a working directory template

##### Open file

* See openfile dialog

#### Model

#### Other

##### Setting

* Indicate game path

##### Loading

* Editor look for data folder, ect
* Create it if not exist

##### Validation

* IDataErrorInfo
* Used when entering condition of link
* Use on game title

## Json InEngine

## Icon

* Make Txtfile for each Letter & number
* When saving
  + Wpf app launch bash script giving game title
  + Bash script do some magic by combining separate txt file in one dest file “Icon.txt”, that has been reset before

## Other

#### Installer

* **Look at file association**
* **Make installer to install both engine and editor**

#### Custom file format

* Must be placed at the root of the project
* 1 file per game

#### Combine engine & Editor

## Legend

Unsure To Develop Focus