# ShatteredTextual

Textual Game

## Ongoing

### Axioms

### Learn

### Tasks

#### Quick Tasks

* Make Readme on github (see udemy example)

###### Problem

* Random link
* requirement => enhanced data loading

#### Features

##### 1

* Refactoring
* Event System
* Global game instance

##### 2

##### 3

* Save System ( xml ||Json)
* Data encryption

## Code

### Data encryption

* Find library for encryption of txt files

### Save System

* Find library
* Create saveGame class

### Level Data

* Use Json file

##### Data list

* Text
* Array of choices

### Refactoring

#### Idea

* Use Design pattern to make a more flexible system

#### Component Pattern

* Use entity component for game character

##### Component List

* Inventory

#### Global State Pattern

* Use state pattern for global game state and menu switching
* Make GameInstance class

#### Helper static library

* Put all utility function

##### List

* Quit Game
* Save Game
* Display helper ( gap, jump lign , ect )

#### Global Types header

#### Input System

* Use SDL2
* Use command pattern

### Global Game System

* After meeting fumei, player need to complete all three objectives

## Writing

## To Improve

## Legend

Unsure To Develop Focus