# 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

#### Features

##### 1

* Level Creation WPFApp

## Code

### Data encryption

* Find library for encryption of txt files

### Data Creation WPFApp

* WPF App that ask User a description, some choices, level link to choices , ect and make a .txt level file from the input data

#### Tabs

##### Level

###### links

* Checkbox for condition in links
* Indicate priority mechanics in link ( first to last )

##### Progression List

##### Icon

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

## To Improve

## Legend

Unsure To Develop Focus