# ShatteredTextual

Textual Game

## 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

###### Problem

* Random link
* Requirement & condition => enhanced data loading

#### Features

##### 1

* Refactoring
* Event System
* Global game instance

##### 2

* Data encryption

## Code

### Data encryption

* Find library for encryption of txt files

### Global access to game instance

* Implement singleton pattern

### Event System

* Gamestate manager is the one subscribing level event to game instance function

## Writing

## To Improve

## Legend

Unsure To Develop Focus