Simple Language Localization:
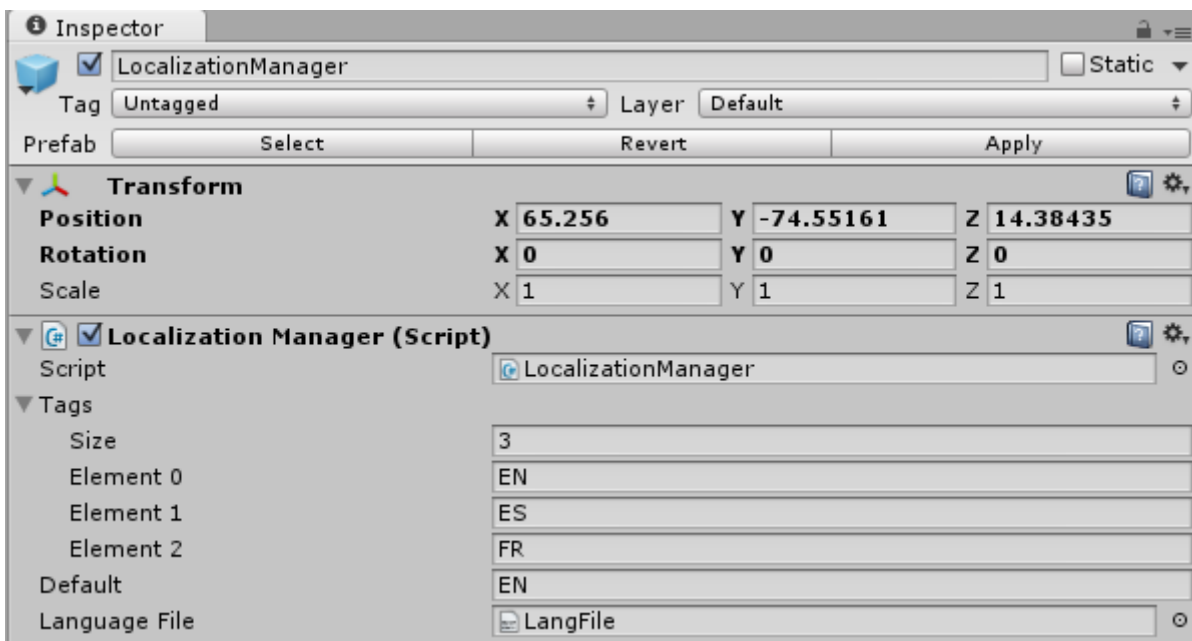
Define your words via XML. Take care to add the keys you wish to use when referencing these terms, as well as the language identifiers(You'll need to specify these in the prefab).

```xml
<Data>
    <EN Key = "Hello"    Word = "Hello"/>
    <EN Key = "Start"    Word = "Start"/>
    <EN Key = "Options"  Word = "Options"/>
    <EN Key = "Back"     Word = "Back"/>


    <ES Key = "Hello"    Word = "Hola"/>
    <ES Key = "Start"    Word = "Empezar"/>
    <ES Key = "Options"  Word = "Opciones"/>
    <ES Key = "Back"     Word = "Volver"/>


    <FR Key = "Hello"    Word = "Bonjour"/>
    <FR Key = "Start"    Word = "Commencer"/>
    <FR Key = "Options"  Word = "Options"/>
    <FR Key = "Back"     Word = "Retour"/>
</Data>
```

Add your key values to the "LocalizationManager" prefab and specify your XML file.

Now you're all set!

Now you can get/set your current language from any script in your scene via

"LocalizationManager.instance.GetLang()".
"LocalizationManager.instance.SetLang(string lan)".

To get any of the key values in your current language use

"LocalizationManager.instance.GetWord(string key);"

or alternatively you can specify the language as well

"LocalizationManager.instance.GetWord(string language, string key);"