Game-3121 Game Engine Development I

Assignment #1

N00b Pong

Agreement document

Coding styles:

The Noobiez as a collective have decided to incorporate Unreal Engine’s Coding Standards/Styles as a set of guidelines. This entails that -

1. Barely any software is maintained for its whole life by the original author.
2. Code conventions improve the readability of the software, allowing engineers to understand new code more quickly and thoroughly.
3. Provided source code to developers should be created in a way for it to be easily understood.
4. Many of these conventions are actually required for cross-compiler compatibility.

Project structure:

Project structure will consist of a github repository where each member of the group will be able to contribute at any time to the development of the game. Version control through github will be the groups way of handling revisions and documentations.

Minimum PC requirements to run N00b Pong:

Due to N00b Pong being a classical recreation of Pong which is one of the earliest arcade video game, running the game on any PC shouldn’t be an issue, as long as the computer is able to redraw the screen every 30th of a second.

Component architecture

Assets - In game Visuals and Sounds.

Docs - In Game Documentation

Game - Consists of game builds

Lib - Stores Various Game Libraries

Source - Source Code

Temp - Temporary Files

Test - Debug and other Various Outputs.

UML Engine Class Structure:

