

# Code Practices

## Pipeline

- Create c++ class -> create child blueprint class.

## Class Naming Conventions

- "Name\_ParentClass" e.g. Object\_A, Object is derived from AActor ;Enemy\_Object, Enemy is derived from Object\_A.
- MainChar\_Object\_A does not follow this, ignore this.

## Writing code

- Use Cube\_A and MainPlayer\_P as an example.
- Public functions / variables should have UE4 macros (e.g. UPROPERTY()) to enable blueprint integration and access/view from UE4 editor unless it is better to keep hidden.
- Tick use should be minimal or should be disabled unless required for functionality.
- When possible use UE4 libraries for maths (FMath, UKismetMathLibrary) and other functions over custom functions.
- Booleans prefixed with "b"

## Blueprint integration

- When you have created the class a Blueprint child class should be created so extra functionality can be added and allow for easy access/modification by artists and implementation into the game.
- The blueprint should follow the same naming convention as the parent class with a BP prefix.
- Functions added in blueprints should be commented to say what they are used for.