

## Coding standard examples

Tristan

```
34 public class BallBehaviourScript : MonoBehaviour
35 {
36
37     public Vector3 ballSpawnPoint;
38     public GameObject ball;
39     public float ballSpeed = 5; // const for now
40     public Rigidbody ballRigidbody;
41     public float level;
42     public float screenLocation;
43     private Material ballMaterial;
44
45     //public GameManager gameManager;
46
47     // Use this for initialization
48     void Start ()
49     {
50         ballRigidbody = GetComponent<Rigidbody> ();
51         spawnBall();
52         level = 5f;
53         screenLocation = 30f;
54         ballMaterial = GetComponent<Renderer>().material;
55         //ballMaterial.color = Color.red;
56     }
57
```

Amanda

```
10 public class Score : MonoBehaviour
11 {
12     private Text scoreText;
13     private int score;
14
15     void Start()
16     {
17         scoreText = gameObject.GetComponent<Text>();
18         score = 0;
19     }
20
21
22
23     void Update()
24     {
25         scoreText.text = string.Format("Score: {0}", score);
26     }
27
28     public void UpdateScore(int balls)
29     {
30         // scoreText.text = "Score: " + score;
31         score += balls;
32     }
33
34 }
```

Tyrel

```
12     private string testOutputFile;
13
14     StreamWriter writer;
15
16     // Use this for initialization
17     void Start () {
18         string dateandtime = System.DateTime.Now.ToString("yyyy-MM-dd_HH-mm-ss");
19         testOutputFile = "tst/Tyrel/testlog_" + dateandtime + ".tst";
20         var file = File.Open(testOutputFile, FileMode.OpenOrCreate, FileAccess.Write);
21         writer = new StreamWriter(file);
22     }
23
24     // Update is called once per frame
25     void Update () {
26         time = time - Time.deltaTime;
27         if (time < 0)
28         {
29             string dateandtime = System.DateTime.Now.ToString("HH:mm:ss");
30             writer.WriteLine(dateandtime);
31             writer.WriteLine("Current Fail Speed: " + failedSpeed);
32             writer.WriteLine("Number of Failed Balls: " + failedBalls);
33             time = 15;
34         }
35     }
36
```

Austin

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Resume_Script : MonoBehaviour
6  {
7      GameObject[] tempObject;
8
9      //shuts off buttons box colliders when the game is started again
10     void ResumeGame()
11     {
12         tempObject = GameObject.FindGameObjectsWithTag("button");
13         for (int x = 0; x < tempObject.Length; x++)
14         {
15             tempObject[x].SetActive(false);
16         }
17     }
18 }
19
```