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Relevant file Formats:

- .cpp files for code
- .h files for headers
- .ini files for settings and levels
- .png for all images and sprites
- .wav or .mp3 for all sound clips

Debug Features:

The Really Warm application/game will have a verity of different debugging features to help with the development cycle of the game. Some of the first few ones include:

- Click *Y* to kill all enemies within a level
- Click *U* to set your health to infinite
- Click *I* to fly

Naming Schemes:

The Really Warm application will feature the same/relatively similar naming scheme to the framework given to us, and the one used at Sony.

[memberState][publicState]_[type]_[variableName].

- Member state can be represented as *m* for member, *er* for external reference, *ep* for external pointer, *ec* for external copy.
- Public state can be represented as *p* for public, *x* for private, *o* for protected.
- Type can be represented as *s* for string, *I* for integer, *f* for float, *b* for Boolean, *c* for char and etc. Custom classes will not use this type naming scheme.

An example of this is a private string as a name of a *car* class would be represented as: *mx_s_name*.

Or a public floating-point number that is passed into a function as an external reference from another class could be presented as: *erp_f_variable*.

Or a protected Boolean for dead on an entity as a member variable would be represented as: *mo_b_dead*.

Acceptance test Questionnaire:

1. Does the game run to completion with no errors, warnings or memory leaks and/or crashes?
2. Does the player character respond correctly and as expected to user input for movement?
3. Is the user able to pick up weapons and swing the sword and shoot the gun?
4. Does the AI fight back against the player and try kill them and try get closer to the player character?
5. Does time slow down when the player is not moving?
6. Does time move slightly faster when moving your crosshair and even faster when the user moves the player character?

7. Does the level end/does the player win once all AI in the level are dead and the player has reached the exit?
8. Can the player and AI take damage and die?
9. Can the AI and player both pick up weapons and use them?
10. Is the game physics simulated? When particles are spawned, or the AI/player moves around, are they affected by gravity and bounce off walls correctly and as expected?

Bibliography

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