

Delta Force Coding Standards

Coding Standards - Delta Force (Jackson Luff, Iain Dowling and Andrew Giannopoulos)

Central Tenets

- **Readability over brevity (spacing and appropriate naming conventions)**
- **Keep nesting levels low (max of 3)**
- **Keep line lengths short (60 characters or so)**

Standards

The following are in addition to the C# coding standards [found here on the Trello Board](#).

- “**m_**” in front of member variables
- “**a_**” in front of arguments
- general *camelCase* formatting for variables created inside methods.
- Curly brackets open on new lines

eg.

```
if (expression)
{
    // code block
}
else
{
    // more coderino
}
```

versus

```
if (expression)
{ //code block }
else
{ // more coderino }
```

The outcome of this chosen structure is to provide readability for the current and future programmers.

- New lines for excessive arguments:

```
eg.    m_sprite = new Sprite(  
        arg1,  
        arg2,  
        ...  
        arg56);
```

versus

```
m_sprite = new Sprite(arg1, arg2, arg3, ..... arg55, arg56);
```

By approaching this spacing convention for the entire sum of our code, this provides our team with not only efficient reading capabilities, but it also naturally narrows down a potential error when it comes to debugging.

- Encapsulation: keep things invisible unless necessary
- Use summary tags for every complex method and name the variables clear on their use.
- Ctrl-K, Ctrl-D -- Automatic formatting. Use it well!