

Coding Standards

Pepper Quest

For this project we will be working with Unreal Engine V.5 and it offers the ability to code in either C++ and/or Blueprint. Blueprint is a visual scripting language and thus is not written like other coding languages. That being said, we will define some standards for what we will be writing.

We have decided that to keep track of our progress we will be using GitHub as our version control.

Naming Conventions:

- Function names will be descriptive of what they do.
 - Example: Function with the name X is a terrible example. A function named `sell_pepper` on the other hand is good.
- Names should be long enough to be meaningful, but short enough so that it's not wordy.
- Names should be easy to read and understand.
- Avoid names that are ambiguous.

Variable Conventions:

- Camel casing.
- Classes will begin with capital letters.
- Boolean names should have "is" prefix to indicate variables.
- Constants should be all caps.

Miscellaneous:

- Try not to use too many variables, but if we do use them make sure we are consistent with them and not too complicated
- Files and folders should be named appropriately to indicate what they contain.
- Comments should be used for functions that may need a little more information on what exactly their purpose is in order to avoid making function names too cumbersome.
- Comments should be full sentences.