**Part 2 – Agreements**

**Pack Mules**

**Coding Style**

The naming of variables will be done in camelCase, with a lower case letter on the first word and a capital letters on the first letter of each subsequent word.

int numDeaths;

int numHits;

string lineToPrint;

float acceleration;

The naming of classes will be done in CamelCase, with capitals on the first letter of each word.

class PlayerBall;

class BoundaryWall;

For functions created for accessing and setting variables in a class, these shall be named as ‘getObjectVariable’ and ‘setObjectVariable’. An exception is made for certain Booleans, which shall be named as ‘isBoolean’ and ‘setIsBoolean’. This is for future clarity while coding. The naming is done in camelCase.

public int getNumDeaths();

public void setNumDeaths(int num);

public bool isDead();

public void setIsDead(bool b);

Whenever declaring a new function/command, the command brackets will be done on a new line and will NOT be located on the same line.

void SetupMap()

{

//Code here

}

Tabs will be used for organizing lines. There should be no spaces at all.

**Project Directory (Structure)**

* Assets – Where all the assets should belong
  + Sound
  + Texture
* Docs – Where all the documentation and guidelines go
* Game – Where the .exe files should be built to, for each type of build
* Lib -
* Source – The code (.cpp, .h, .sln, and the actors if created)
  + .h
  + .cpp
  + .sln
  + Actors
* Temp – Temporary files

**Minimum PC Requirements**

The expected minimum PC requirements for this game should be a legal version of Microsoft Windows 7, a GTX 260 graphics card, an i3-540 CPU, 4GB RAM, and at least 200MB of available storage.