**Wand Man TDD**

**Conventions**

* Folder Structures
  + Folder: GDAfinal
    - Readme.md
    - Style Guide
    - Folder: Assets
      * Folder: Art
        + Art Assets
      * Folder: Sound
        + Sound Assets
    - Folder: Project
      * Project Files (auto generated)
    - Folder: Documentation
      * Documents such as this
* Style Guide
  + 100 character limit
  + Curly braces on next line
  + Comments for every function and convoluted piece of code
  + Naming conventions:
    - Enum: ALL\_CAPS
    - Constant variables: ALL\_CAPS
    - Properties: StartWithCaps
    - Parameters: lowerCase
    - Local variables: lowerCase
    - Archetype: StartWithCaps
    - Animation Asset: Frame\_NameAnimframe.ext (Frame\_PlayerWalk2.png)
    - Asset: Type\_Name.ext (Texture\_Player.png)
* Asset Pipeline
  + 1. Object Designed – The need for the asset is created
  + 2. Asset Created – The asset is created
  + 3. Asset Critiqued – The team gives feedback
  + 4. Asset Revised – The artist revises their work
  + 5. Asset Approved – The team agrees that the asset is done
  + 6. Asset Implemented – The asset is put into the game

**Tools**

* Github
* Beepbox.co
* Piskel
* PAINT.net
* Zero Engine

**Features**

* Player movement
* Different scripts for different shoot patterns
* Room Class
* Room Scripts
* Door Script
* Player Fade
* Hitpoint Script
* Damage Script
* HUD Scripts
* Enemy AI Scripts

**Priorities**

* WE HAVE NO PRIORIYITKOTEKFPIWOHGu&grui3jhogq580yp-