Meeting time: 10/19, 15:45 - 17:45 (2 hours)

To do:

- Refactor your code to meet the coding standards (that we are making in this meeting)

End to do

- Supposed to have a minimum of 20 hrs of work done by now
- We have 3 weeks left to complete the game.
- In Gantt chart, add:
  - Patterns (justify why you chose it, why it's beneficial, etc)
  - Static/dynamic testing (or just testing)
  - Prefabs
- **All code needs to be written in the same style (ie: comments) before Thursday (10/21)**
- Coding standard will be worked on and produced today/tomorrow
  - (Link to it is also in the discord)

https://vandalsuidaho-my.sharepoint.com/:w:/g/personal/ledo1213_vandals_uidaho_edu/EfoXiW0DJ71Euxc6ehqQmQUBzLe_Ub4_5pxkOyacOOgCVQ?e=4NM7El

  - Pascal case for everything but variables

    Function names should utilize the PascalCase naming scheme where the first letter of each word is capitalized. There should be no special characters or numbers present in the function name.

  - Snake case for variables

    Everything is lowercase and words are separated by underscores

- Everyone has to submit their own developer manual
  - Will have to do later, individually

- Developer manual template in repository
- Change unity version to the one we use
- Add in your diagrams

- XML comments
  - Use /// above classes and comments to get the layout (if you can get the shortcut to work).
  - File > preferences > settings > text editor > formatting
    - Enable format on type (4th box from the top)

- Every prefab needs a .txt doc as per the coding standard