



Style Guide

1. Variable Names

- camelCase >>> (sorry snake_case)
- Components are descriptive
 - ex. playButton
- X & Y are for coordinates
- Variables should not have same name as class
 - ex. lb (variable) in LeaderBoard (class)

2. Functions

- camelCase
- Naming Convention: what does it do or when it happens
 - ex. onTick, updateBoard, keyDown

3. Forms

- PascalCase
 - ex. StartMenu
- Each form gets its own .h file
- Public : constructor(s)
- Protected : deconstructor
- Private : other methods and members (not used by other forms)

4. Other Classes (Player, etc)

- PascalCase too
- Private : data members (variables)
- Private: methods (functions)

5. Spacing

- Categories (must be next to each other, but can be clumped together):
 - Include Directive
 - #include "ScoreBoard.h"
 - Namespaces
 - using namespace System::Windows::Forms
 - Getters
 - Setters
 - Components (members in Forms)
- Other more intricate methods should have a comment describing function and separated from other code with at least a blank line in between comment and previous function

6. Other Files

- Font - .ttf
- File I/O - .txt
- Images - .png
- Icon - .ico
- Misc Files in all lowercase

