**Coding Conventions**

**Code Layout Convention:**

* Code is indented according to its nesting level.
* Amount of indentation = 4 space.
* The body of a function/method indented with respect to its function header.
* The body of for and while loop, or switch statement is indented with respect to its first line; and similarly for if statements and other nested structures.
* Blank lines are added to separate code components/sections.

**Naming Convention:**

* Folder and Package names are written in lowercase. i.e. controller
* File names are written in UpperCamelCase. i.e. Risk
* Class names are written in UpperCamelCase. i.e. CreateMapFile
* Method and Attribute names are written in lowerCamelCase. i.e. setPlayers(), isMapValid
* Constant names use all uppercase letters, with each word separated from the next by a single underscore.
* Parameter names are written in lowerCamelCase.
* Local variable names are written in lowerCamelCase.

**Commenting Convention:**

* Each class declaration precedes by a comment explaining what the class is for.
* Each method or function have comments explaining what it does and how it works, as well as what is the purpose of its parameters and return type description if the method’s return is non-void.