Beaver Shooter Game – Instructions for Github Copilot

Arcade game made by Prestislav Dimitrov, Martina Aleksieva, Kristiyan Pavlov

**1. Coding Standards and Best Practices for Copilot**

**1.1. General Pythonic Conventions**

* **Prioritize PEP 8 compliance:** Ensure generated code follows standard Python style guidelines (e.g., indentation, line length, spacing).
* **Generate readable and self-documenting code:** Use clear, descriptive variable, function, and class names.
* **Provide concise comments:** Add comments to explain complex logic or non-obvious design choices, mirroring the existing comment style.

**1.2. Naming Conventions**

* **Suggest snake\_case for modules/files:** (e.g., new\_feature.py).
* **Suggest CamelCase for classes:** (e.g., NewPowerUp).
* **Suggest snake\_case for methods/functions:** (e.g., calculate\_damage).
* **Suggest snake\_case for variables:** (e.g., power\_up\_active).
* **Suggest UPPER\_SNAKE\_CASE for new constants:** (defined in constants.py).

**1.3. Docstrings**

* **Generate docstrings for new classes:** Briefly explain the class's purpose.
* **Generate docstrings for new methods/functions:** Include purpose, arguments (Args:), and return value (Returns:).

**1.4. Imports**

* **Maintain consistent import order:** Standard library, then third-party (e.g., pygame), then local project modules.
* **Prefer specific imports:** Use from module import ClassName over import module where appropriate.
* **Automatically suggest necessary imports:** Add required import statements at the top of the file when new classes or functions are used.

**2. Leveraging GitHub Copilot Effectively**

* **Respond to descriptive comments:** If a comment outlines a task, generate code that directly addresses that task while adhering to conventions.
* **Prioritize suggestions aligned with existing code:** Choose suggestions that match the current variable names, class structures, and overall coding style of the project.
* **Avoid generating alert() or confirm() functions:** These are not used in this Pygame project.