Group Agreement

Group name : Non-bug Coding

Members :

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Coding Style

1. Class name and Method name

a). Use Camel Case

b). No underline

Example:

good:

class ClassName;

not good:

class classname;

int method\_name;

1. Bracing

a). Never start “ { “ in the new line.

Example:

good:

if ( found == true ){

found = false;

}

else{

found = true;

}

not good:

if ( found == true )

{

found = false;

}

else

{

found = true;

}

1. Statement

a). Only one statement per line.

Example:

good:

int a;

int b;

int c;

not good:

int a,b,c;

Project Structure

Project has 7 folders :

Docs

Assets

Source

Temp

Test

Game

Lib

Docs folder includes all the documents and technical specifications.

Game Design Document, Class Diagrams, Component Architecture, etc.

Assets folder includes all the art, sound assets.

Source folder includes subfolders: Component, Engine

Temp folder should only be used when creating builds

Test folder should be used for testing

Game folder includes release builds, game data files

Lib folder includes library files