Danger of Downpour

Code Design Doc

General Naming:

Sprites – spr\_<Name> Shaders – shd\_<Name>

Tile Sets – til\_<Name> Fonts – fnt\_<Name>

Sounds – snd\_<Name> Timelines – tml\_<Name>

Paths – pth\_<Name> Objects – obj\_<Name>

Scripts – scr\_<Name> Rooms –rm\_<Name>

New Objects:

If possible, duplicate base object (eg. obj\_Enemy for enemy characters and obj\_Player for player characters). Follow similar naming conventions, only a word or 2 should change between enemies

Eg: obj\_Enemy 🡪 obj\_Enemy\_Grinner

obj\_Player 🡪 obj\_Player\_Gunslinger