Coding Convention

## Code rules for RuneShard

Variables:

Prefixes:

m\_ = member

p\_ = parameter

l\_, \_, or nothing = local

Naming:

Use camelback naming (e.g. m\_variableName, \_iAmLocal)

Function:

Pure Return:

Start return functions with “get,” “is,” or something similar

Set return functions to const

Pure Set:

Start functions where something is set with “set,” or something similar

Naming:

Use camelback naming (e.g. getVariableState(), setPosition())

Class:

Singleton:

Avoid using singleton type classes