**Coding Styles**

**General:**

Code never gets past column like 80, anything past that will be put on a new line, code that is part of a previous line (i.e. long function) must be right below it and use at least one tab to indicate that it is part of the previous line.

BRACES ({}) ON SAME LINE.

All variables and functions are all lower case separated by an underscore (i.e. float time\_of\_day). All enumerations are all caps underscore separated. All classes are Pascal case which begin with caps at the start of each word(i.e. class WorldItem). All files, assets, art anything named in the project (including files used to make a game with said engine) will be space separated Pascal case. Only include libraries you absolutely need and use forward declaration where possible. Absolutely no single letter variables, and variable names should make sense for whatever variable you want to create (i.e. time of day should be stored in a variable called time\_of\_day). Use initialization rather than assignment for classes. Every class will have a constructor and destructor even if they aren’t used. NEVER use the auto keyword and limit typedef where you can. Use comments where needed at writer discretion and do not put too many comments. Use as little assignments in one line as possible (i.e. don’t do i=e=d=b do i=e, e=d, d=b). If your if statement takes a boolean do not use == or any compare operator simply use !bool or bool. Use nulltptr instead of NULL. If you feel you know a better way to write something DO NOT leave it for later rewrite it as soon as possible. Do not move on as other programmers might then use what you have written and then later may depend on it. Use constants where possible.