FAME GAMES OFFICE STANDARDS

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# Introduction

Every programming team needs a set of standards to ensure that processes are followed out efficiently and effectively.

# Coding Standards

## Resource Naming

All resources will be named starting with the appropriate prefix for their type, and an underscore.

Spites: spr\_

Paths: pth\_

Scripts: scr\_

Objects: obj\_

Parents: par\_

Particles: prt\_

Rooms: rm\_

This will allow an object to share the same name as its sprite, making it much easier to identify which sprite goes with which object.

## Variable Naming

All variable names will follow the standards set by the programming dictionary, and use camelCasing.

### Constants

Constants will be deemed by using ALL CAPS, and shall use underscores to identify multiple words.

### Instances

Any variable containing an instance id, shall begin with a capital letter.

## Brackets

All brackets will begin immediately following the statement on the same line.

All brackets will end on a new line, with one indentation from the beginning statement.

# Versioning

All changes will be categorized into three sections, rule, feature, and system, listed in increasing difficulty to change. For any rule or small feature change the third version place will be changed. For example 1.01.1 to 1.01.2. For any large feature, or system change, the second version place will be changed. For example 1.01.1 to 1.02.0. For an even large change the first version place will be changed.

A game will be categorized as “Alpha” until it is playable, and the code has been checked once for efficiency upgrades.

After the “Alpha” stage a code will be categorized as “Beta” until all of its major features are implemented.

# Programming Dictionary

The words chose to in programming have to be very concise, and descriptive, in order to make the reading of code as easy as possible. Here we have created a list of commonly used words in the game developing process, and for what situations they should be used.

## Variable Naming

Having concise descriptive names for variables is very important, because their task need to be identified using only one to two words.

### State

Variable referring to the state of an instance, should be used when only one state is possible at a time.

## Commenting