**Monkey Business LLC Coding Standards**

**Naming**

Names should be descriptive and not too long. Avoid using abbreviations or acronyms to

make the code easier to understand.

Variable Naming:

* Variable names should be in camelCase, beginning in lowercase. Single word variables should not be capitalized.
  + Ex: public int exampleVariable;
  + Ex: public int example;
* Use an \_ to indicate a private variable
  + Ex: private int \_privateVariable;
* Names for constants should be in all capital letters and use \_ for spaces.
  + Ex: public const int EXAMPLE\_CONSTANT;

Class and Method Naming:

* Classes and methods should be in Pascal case, which means they begin with a capital letter.
  + Ex: public class ExampleClass :

**Comments**

* When using comments to describe code, put the comment before the code being described on its own line to make it more readable.
* Comments should be used frequently to explain what a certain segment of your code does to make the code more readable and maintainable.
* Use single line comments (//) over multi line comments (/\*\*/), and insert a space in between the // and the rest of the comment.
  + Ex: // Example comment.

**Code Style**

* Use tab to indent in your code (this seems to be what everyone was already doing when I looked over our source files).
* Write only one statement/declaration per line to make the code easier to understand.
* Give opening and closing braces their own line.
  + Ex: void Example()

{

// Insert code here.

}

* Limit whitespace to only 1-2 lines in between lines of code.

**Best Practices**

* Try to limit methods to a single functionality. This makes references and functionality easier to understand.
* Use && and || instead of & and | when making comparisons. This improves the performance of the code and reduces the chances of run-time errors.

**Sources:**

<https://learn.microsoft.com/en-us/dotnet/csharp/fundamentals/coding-style/identifier-names>

<https://learn.microsoft.com/en-us/dotnet/csharp/fundamentals/coding-style/coding-conventions>

<https://google.github.io/styleguide/cppguide.html>

[Dr. BC Slides](https://vandalsuidaho-my.sharepoint.com/personal/jbeeston_uidaho_edu/_layouts/15/onedrive.aspx?id=%2Fpersonal%2Fjbeeston%5Fuidaho%5Fedu%2FDocuments%2FCS383%2FSlides%2F07%5Fcoding%5Fstandards%2Epdf&parent=%2Fpersonal%2Fjbeeston%5Fuidaho%5Fedu%2FDocuments%2FCS383%2FSlides&ga=1)

Coding Standards from past semesters: [1](https://vandalsuidaho-my.sharepoint.com/personal/jbeeston_uidaho_edu/_layouts/15/onedrive.aspx?id=%2Fpersonal%2Fjbeeston%5Fuidaho%5Fedu%2FDocuments%2FCS383%2FSlides%2F07%5FSample%5FCoding%5FStandards%2Epdf&parent=%2Fpersonal%2Fjbeeston%5Fuidaho%5Fedu%2FDocuments%2FCS383%2FSlides&ga=1) [2](https://vandalsuidaho-my.sharepoint.com/personal/jbeeston_uidaho_edu/_layouts/15/onedrive.aspx?id=%2Fpersonal%2Fjbeeston%5Fuidaho%5Fedu%2FDocuments%2FCS383%2FSlides%2F07%5FSample%5FCoding%5FStandards%2Epdf&parent=%2Fpersonal%2Fjbeeston%5Fuidaho%5Fedu%2FDocuments%2FCS383%2FSlides&ga=1)

**Monkey Business LLC Developers Manual**

We are making our game, Banana Tactics, using Unity version 2022.3.Xf1. To access the project, contact our TL 1 to get access to the GIT repository. From there, opening the project in Unity will provide access to editing the scene and source code files.