**Room 4 Studios Coding Standards**

**Naming:**

**Functions:**

For function names and declarators use pascal case naming standards. Single worded functions will begin capitalized

*Example*

*PickScene();*

*Die();*

For function declarations with parameters use camel case. Single worded parameters are not capitalized.

*Example*

*CanSeePlayer(aggroRange);*

**Variables:**

For variables use camel case. Single worded variables are not capitalized.

*Example*

*float moveSpeed;*

*float radius;*

**Classes:**

For class naming, use pascal case. If class is only a single letter capitalize first word.

*Example*

*public class PlayerManager;*

*public class Enemy;*

**Notes:**

Function, variable, and class names that contain acronyms will contain the uppercase acronym within the declaration.

*Example*

*public class PlayerAI;*

**Commenting:**

**Single Line Comments:**

Single line comments will be stated 2 spaces after the declaration. Also, user who commented will leave a dash followed by their name.

*Example*

*IAStarAI AI; //Implement a\*pathfinding -Matt*

**Multi Line Comments:**

Multi line comments will be stated directly beneath the statement starting with the character ‘/\*’ and having a ‘\*’ character on every line following. Lastly inserting a dash and name followed by ‘\*/’ to terminate the comment.

*Example*

*IAStarAI AI;*

*/\*This is an imported package*

*\*that assigns a game object a path*

*\*and other various features defined*

*\*in the IAStarAI Library -Matt \*/*

**Error Handling:**

**Debug.Log():**

Using Unity’s incorporated error handling feature Debug.Log() we can set markers within the code to determine if a condition has executed or what types of values have been returned.

*Example:*

*If(condition==true)*

*{*

*Debug.Log(“Condition is True”);*

*}*

**Code Style:**

**Tabs & Spaces:**

Use 3 spaces for every level of scope and no more than 2 lines of whitespace between lines of code. On conditional no more than 1 space between operand and operator.

*Example:*

*Void Update()*

*{*

*If(condition == true)*

*{*

*DoFunction(int var);*

*}*

*}*