

Programmer agreement

Coding standards:

- PascalCase for public, classes and methods.
- camelCase for private variables, protected variables, internal and parameters.
- Brackets always get new lines.

```
public class ExampleClass
{
    private int privateVariable;
    public int PublicVariable;

    public void Method (int parameter)
    {
    }
}
```

- Class/Method/Variable names should explain what the class/method/variable does.
- Shortened names are fine for variables that are removed out of scope.
E.g. "pos" instead of "position".
- Everything that is not explicitly clear what it does by the name of it should be commented to explain further. E.g. GetPosition() might not have to be commented if it only returns a private variable. However if it calculates the position, comments could be helpful to explain those calculations.
- Every file should contain a header containing a description, author, who code reviewed it and eventual other contributors:

```
/*
 * AUTHOR:
 * Name McNameson
 *
 * DESCRIPTION:
 * This file/class does things
 *
 * CODE REVIEWED BY:
 * OtherName McOtherNameson
 *
 * CONTRIBUTORS:
 */
```

- No unnecessary getting of components or attributes in update. Load those in beforehand.
- Keep a structured file management by placing scripts in the correct folders.

Definition of done:

- Code is properly tested and works according to the planned task.
- Code follows coding standards.
- No debug logs left in code.
- Code reviewed by another programmer who was not involved in writing the code.

Programmer Workflow:

- Don't start coding immediately. Plan your solution to the problem first.
- When coding, commit regularly as soon as you add something new. Write good commit messages!
- If you are not done with the task, but want to push anyways, make sure the non-functioning code is never run to ensure that the pushed version doesn't crash.
- If you have to pull before pushing and get merge conflicts, talk to the person who wrote the other code to avoid breaking anything.
- When you feel like you are done, clean up your code and make sure it follows the definition of done before asking for code review. Do not push a version that is integrated into the game before you have been code reviewed.