

ORGANIZATIONAL REQUIREMENTS

Effective March 1, 2023

Last Updated March 1, 2023

Point of Contact
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PURPOSE

The purpose of this policy is to informally define how processes and steps are completed in this organization.

SCOPE

This policy applies to all employees of Smash Town Studios.

CODING ENVIRONMENTS

All programming and development of game scripts will be accomplished using these environments:

- Visual Studio
- Visual Studio Code

LIBRARIES/PACKAGES

All libraries and external packages will be acquired through Unity's built-in package manager. Any external package (outside of Unity's package manager) must be presented to the group and approved before use.

Approved (in use) external packages:

- FMOD
- Netcode For GameObjects

Internal Packages in use:

- Unity Input Manager

PROGRAMMING LANGUAGES

All game scripts must be written using C#; Unity's supported scripting language. Any external (running outside of Unity's runtime environment) programs (even in C#) must be brought before the groups and approved before implementation.

TARGET OPERATING SYSTEMS

- Mac OS X
- Windows (7 and later)
- Linux (Debian based)

CODING REQUIREMENTS

- COMMENTING

- Any Scripting file with over 100 lines of code must have a header comment following this format:

```
/* -----  
 * Author(s): John Doe  
 * Date last modified: YYYY-MM-DD  
 * Description: Lorem ipsum dolor sit amet  
----- */
```

- Inline comments shall always be on a separate line. Example:

```
// horizontal speed  
int speed = 10;  
  
int speed = 10; // horizontal speed
```

- NAMEING CONVENTIONS

- Functions shall be named using upper Camel Case
- Variable names shall be names using lower Camel Case
- Variable names shall be given full names except for temporary (in which proper commenting is demanded) or well understood (such as x, y, z coordinates).

UNITY EDITOR

- All programming scripting files shall be named using upper Camel Case
- All GameObjects shall be meaning fully named. Unity allows GameObjects to named using spaces. Using spaces is encouraged; however, for personal productivity purposes using any naming convention is permitted. Regardless of the convention, personal naming must be consistent.
- All groups of serialized variables must be given a section header.