Casey Capp

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C++ Battleship Game Project Style Guide

Variables:

* Variable names are chosen to reflect their purpose.
* camelCasing is used on all variables.

Classes:

* Parent is a generalized class containing public variables and functions.
* Child classes are specific to their purpose in the game, i.e. Class Battleship
* Created classes are lowercase to distinguish from the class type, i.e. Battleship battleship

Initializations:

* Example: int rows = 12;

Loops:

* All loops are structured to save lines of code.
  + Example: for (f = 0; f < s.size; f++) {

If (s.shipRow[f] == shotRow && s.shipCol[f] == shotCol) return true;

}

Comments:

* A comment used is to clear up any code that may be unclear upon first look.