Sage Derby

Professor Summers

Game Programming II

Motus Battle Scene TDD

The main goal of this document is not only to apply consistency, but to outline a bit of how the main gameplay works. Not all of it, but a general framework technically.

Variables (across all scripts):

* Private and protected variables:
  + Denoted as “\_privateOrProtectedVariable”
* Public variables
  + Denoted as “publicVariable”

Properties:

* Used primarily when a private variable is needed in another class and doesn’t need to be serialized when accessed in the class.
  + Denoted as “PropertyOfAVariable”

Scriptable Objects

* Scriptable objects are used in this project to hold data that typically transcends scenes, or holds data for options.
  + Denoted as “ScriptableObjectOrOption”

MonoBehaviors

* Monobehaviors are used for any in game component or dynamic element (like event or music handlers)
  + Denoted as “MonobehaviorComponent”

FileNames

* File names have no naming standard, but instead grouped as much as possible to make searching for them as easy as possible. Such as sprites being in the “SpriteAssets” folder.

Animations:

* Each animator will have two states, the default state, and a cast state. And there will be one trigger to switch between the two. If an option is chosen, then the cast animation will play, then once that is over, the animation will return to idle.

Options:

* Options cast a stat, then that status will be sent to the appropriate active effects of the entity it applies to. This happens even to the immediate stats for just a really short amount of time.

Status

* An effect handled by the event handler that applies and plays the effects given by the chosen options. Null status do nothing.