Sage Derby

Professor Summers

Game Programming II

Platformer Project 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 here are generalized since there aren’t as many assets as in previous games, the groups are divided into general foulders such as “prefab”.

Start and Awake

* Start is used to instantiate variables from outside the script while awake is used to instantiate variables inside of a script.

Update

* Update only happens in the event handler. Update methods must be called “UpdateBlank()” in order to update a variable inside of a script. This is for organization purposes.