

Coding Style Rules

- 1) Put curly braces on same line as code before:

Good:

```
// Adding new achievements
public void add(Achievements achievement) {
    achievements.add(achievement);
}
```

Bad:

```
// Adding new achievements
public void add(Achievements achievement)
{
    achievements.add(achievement);
}
```

- 2) Always use curly braces for if statements:

Good:

```
// Checks whether score completes the achievement
if (score >= lvl.getScore()) {
    lvl.setCompletion(true);
}
```

Bad:

```
// Checks whether score completes the achievement
if (score >= lvl.getScore()) lvl.setCompletion(true);
```

- 3) All classes must have a comment describing the purpose of class.

```
/**
 * Manages the 8 achievement levels based on number of players.
 */
public class AchievementsInterface {
```

- 4) Standard Naming Rules

- Constants should be in all caps
- Class names should be in all caps
- Functions should start with lowercase

- 5) Avoid coding values such as numbers and use constants instead

Good:

```
private static final int SECONDS = 4000;

@Override
public void onAnimationEnd(Animation animation) {
    // Starts main menu after 4 seconds
    Handler handle = new Handler();
    handle.postDelayed(() -> {

        // Goes to main menu
        startTutorialPage();

    }, SECONDS);
}
```

Bad:

```
@Override
public void onAnimationEnd(Animation animation) {
    // Starts main menu after 4 seconds
    Handler handle = new Handler();
    handle.postDelayed(() -> {

        // Goes to main menu
        startTutorialPage();

    }, delayMillis: 4000);
}
});
```