

# Gem Shooter





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## Logic, algorithms and features

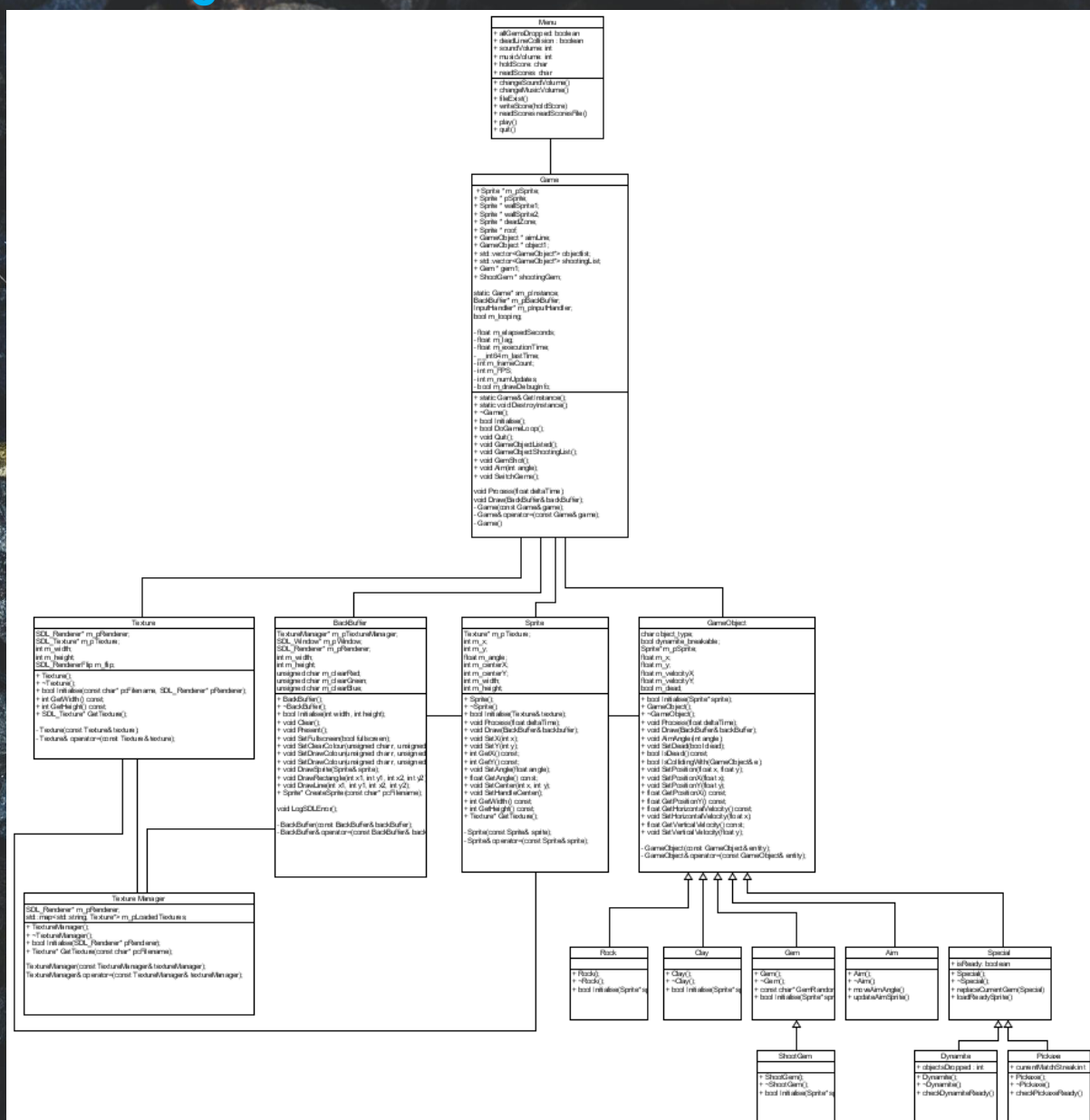
This section contains a highlight of features this game project will contain, and descriptors of both logic and algorithms that are required or researched for such features.

### Features

- 2D Sprite based game
- Real-Time
- Interactive
- Looming timer / Collapsing roof
- Special ammo
- Aiming line renderer
- Connection physics
- Colour matching
- Special streaks



## Class Diagram



## Coding standards, naming schemes and commenting

Coding standards and naming schemes are an integral part of keeping code clean and understandable for anyone that needs to edit or understand what's happening. This part of the document will discuss what standards and naming schemes will be used for the project and why.

## Coding Standards

This project will be designed and developed in C++ and will follow the style guide from this link <https://google.github.io/styleguide/cppguide.html>. This guide outlines what this project intends to follow.



## **Naming Schemes**

All classes, methods, variables etc should follow a professional capacity. Clear and accurate descriptions should be kept in mind when naming. The development should reflect the class diagram naming system.

## **Commenting**

Brief and clear descriptors beside methods and their function so the reader isn't overloaded with comments that don't get to the point, too much information can be clouding.

## **Relevant File Formats**

## **Acceptance Test Plan**







## Bibliography

Style guide for coding and naming standards

<https://google.github.io/styleguide/cppguide.html>