Programming Support Agreed-Upon Standards

1. The title should be named with the appropriate color.
   1. Inside Safe: [green(008800)]Title[normal]
   2. Outside Safe: [**bold**][green(**00FF00**)]Title[normal]
   3. Inside Danger: [red(880000)]Title[normal]
   4. Outside Danger: [**bold**][red(**FF0000**)]Title[normal]
   5. Titles should use Title Case.
2. Descriptions
   1. Should include a minimum of 1 paragraph defined as having:
      1. 2-4 complete sentences.
      2. Proper grammar and spelling
      3. Descriptive, “sensory” language
   2. Should be done using the default color.
3. Exits & Entrances
   1. Exit names should all be done in lowercase.
   2. Exit names should be the full direction name, with the abbreviation, if any, following.
   3. Create standard exits in pairs
      1. New exit
      2. Return exit in target room
      3. Example: @dig north,n|south,s to New Room
   4. Cardinal directions have required and reserved shortcuts.
      1. north, n
      2. south, s
      3. west, w
      4. east, e
      5. northwest, nw
      6. northeast, ne
      7. southwest, sw
      8. southeast, se
   5. Some other directions have required and reserved shortcuts.
      1. up, u
      2. down, d
      3. in, i
      4. out, o
      5. enter, en
      6. exit, ex
4. SUGGEST: “messages” and actions should be colored differently than the default format. Which color? [CYAN] SUGGESTED
5. Program Files
   1. Each “room” (location) has its’ own source file
   2. Each NPC (non-playing character has its’ own source file
   3. Files appropriately commented (Document Internally) in plain English
      1. Program headers
      2. Paragraphs
      3. Individual lines of code
      4. “Date: Change: Initials:” ie. 12/17/2014 Programming Standards Update LS
   4. Functions
      1. Names must be descriptive
      2. Length: perform 1 task
      3. Each line indented 1 tab
6. New objects
   1. All objects must have a completed and approved Design Specification form
7. Custom Verbs
   1. All custom verbs must be contained in *CustomVerbs.t* file
8. Books
   1. Contained in *Books.t* file
   2. Type of “book” as defined at beginning of file