

Quality Manual

Code Conventions

Code written should strictly follow these conventions.

1. Methods, functions, and variables are written in **camelCase** (I.e: int myVariableName).
2. Classes are written in **PascalCase**.
3. Variables are **declared at the top** of the method/function.
4. **Comment above** every function/method with:
 - a. What the function **does**.
 - b. What the function takes as **parameters**.
 - c. What the function **returns**.
5. **Comment below** every function with a review.
6. (Where possible), keep functions shorter than **75 lines** long.
7. (Where possible), write functions with less than **5 parameters**.
8. **Spaces** between operators (I.e. Word = "hello" + "world", NOT Word="hello"+"world").
9. Use **constants** instead of literal numbers.
10. Use **curly brackets starting on next line** with functions.

Review Process

Code will be reviewed by others often as everyone works closely together in their sub teams. **Paired-programming** is optional but encouraged while **group code reviews** will make up the majority of the review process.

Test Driven Development

Each class description should have tests associated with it.

Git Usage

The branches will be arranged as follows:

- Master Branch - (no direct commits, merging only)
- Integration Branch - (no direct commits, merging only)
- Game Dev Branch
- Web Dev Branch

When merging to Integration, get the request reviewed by the Git Admin (Leo).

When merging to Master, get the request reviewed by the whole team and tag it.

The Git Admin has the final say on merge requests.

Git Commit Conventions:

- Present Tense = "change to do ..."
- Add a **description** if not explained in title.
- Make the commit very readable.
- Title < 50 characters
- Capitalize first character