Programming Style Document

1. File Organization
   1. If possible, try to keep all files under 1000 lines.
   2. Create files with functions, then have the objects individually call those functions, rather than having the script files for the objects also contain the functions.
      1. Object script files should contain functions exclusive to that object.
      2. Example: Have a file with a movement function, then the character’s file calls the movement function, rather than having the character’s file contain the movement function.
2. Code Formatting
   1. When using curly braces, the braces themselves should be on a separate line for clarity.
   2. Individual lines should not require horizontal scrolling. If a line extends past the edge of the screen, try and separate it into smaller, more readable lines.
   3. Use whitespace generously
   4. Have at least 2 blank lines between functions
   5. Indent within blocks of code
3. Commenting
   1. As a rule of thumb, if it’s unclear what the code does, comment it.
   2. Unless you feel it’s necessary, you don’t have to comment the actual process, just the results
      1. For example, you don’t need to explain how the algorithm in a loop works, but if it’s not clear, you should explain what the loop does.
   3. Functions should **always** have at least a basic description of expected input/output
      1. Use block comments for function headers. They aren’t required for anything else, but can be used if needed.
4. Technical Stuff
   1. Prioritize readability over optimization
      1. Optimization is important, but clarity is even more important.
   2. Be careful with break; statements
5. Follow the C# style guide where applicable
   1. https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/inside-a-program/coding-conventions