### **Declarations & Constants**

* One declaration per line.
* Variables should be camelcase.   
  int frameRate = 60;
* Constants should be declared at the top of a file, class, or function as appropriate.
* Initialize variables when declared, when possible.
* Minimize variable scope where possible.

**Indentation and Braces**

* 4 spaces per indent. No tabs.
* Braces should open on a newline and close on a newline.  
  if (isRunning)  
  {  
   update();  
  }

**Whitespace**

* There should be a space after commas and around binary operators.  
  total = price + tax;  
  drawSprite(x, y, width, height);
* No space before function parentheses or array brackets.  
  playSpriteAnimation();  
  values[i] = 10;
* A space between control keywords and parentheses.  
  while (isActive)  
  {  
   // code  
  }

**Documentation**

* Every file, class, and function must include Doxygen-style comments using /\*\* \*/.
* Comments must describe authors, reviewers, date, purpose/summaries, parameters, and return values where applicable.
* All inline comments should be concise and informative, addressing why something is done.
* There should be a file header at the top of every file. Description is only necessary at the top of .h files.

/\*\*

\* Implements the core logic for sprite editing and animation playback.

\*

\* @author AAA BBB

\* @date March 31, 2025

\* @reviewer XXX YYY

\*/

frameIndex = (frameIndex + 1) % totalFrames; // loop back to the first frame