

Untitled Games Studio
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Agreement

We, the members of Untitled Games Studio agree to follow and abide by the coding conventions stated as below. We also agree that any changes taken place will be with acknowledgement from all team members.

Members

Ian Sebastian Mathew
Diego E. Camacho
Luis Antonio Velez Yumbla
Cory Ronald

Github

<https://github.com/iansmathew/Iridium-Engine>

APIs Required:Graphics

- Direct3D12

UI / Text

- DirectWrite
- DirectComposition

Audio

- XAudio2

Input

- Windows.Gaming.Input
- Windows.UI.Core.CoreWindow

Math

- DirectXMath

Helper

- DirectXTK12
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Coding Style:

Namespaces: Iridium.Feature. (eg: using Iridium.UI)

Constants = VARIABLE_NAME

Boolean = b_VariableName

Pointers:

Unique Pointer = UP_PointerName

Shared Pointer = SP_PointerName

Weak Pointer = WP_PointerName

Functions = FunctionName();

Interfaces = IInterfaceName();

Structures = SStructureName

Enums = EEnumName

Templates = TTemplateName

NOTES:

- Any class that derives from AActor must be prefixed with A<ClassName>
- Any class that derives from IRObjct must be prefixed with IR<ClassName>

Requirements

- Intel CPU: Intel `Core i5-2300 2.8GHz
- System Memory (RAM): 4 GB
- Operating System (OS): Windows 10 64(bits)
- nVidia Graphic Card: NVIDIA `GeForce GTX 550 Ti
- Sound Card: DirectX `11
- Video Card: 1 GB
- Required Disk Storage: 2 GB

UPDATE LOOP

- Process events
- Update game
- Update renderer
- Present device resources to Direct3D