Ninja: Code conventions

This document contains some code conventions which should be followed throughout the project.

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# Element documentation

All member functions and variables, classes, structures and enumerations are to be commented using C# XML commentary so they will have descriptions appear when coding. Also this scheme will work with auto-documentation in Subversion.

E.G:

*/// <summary> This is an XML comment. </summary>*

*Private int some\_variable*

# Naming conventions:

* Classes and structs – Begin with uppercase letter
* Properties – Begin with uppercase letter
* Member variables – Lower case and preceeded by ‘m\_’ e.g: m\_health
* Static member variables – Lower case and preceeded by ‘s\_’ e.g: s\_num\_objects

Try to keep names as short but as descriptive as possible.

# Render & sampler state conventions:

* All objects should restore the default render state specified by *GraphicsSystem.DefaultRenderState* after drawing. The same goes for the default sampler state specified by *GraphicsSystem.DefaultSamplerState*
* Consult the default render state before making unnecessary state changes. At startup the game will set the render state to that of the default render state. The default render state has been set to optimized defaults to avoid as many switches as possible.

# XML Conventions

* All game objects should be constructable through XML and implement XmlRead() and XmlWrite() which is found in the XmlObject class.
* Unless there is a specific reason not to, objects implementing XmlRead() and XmlWrite() should always call the base class versions of these functions first.
* Never save data that can be calculated.