Standards.

Naming conventions & folder structure on the RevDev repository.

Folder Structure.

The folder structure is semi-*fixed* that is, if there's good reason to change things around, we will, but we try not to touch it to avoid nasty tree conflicts and confusing the hell out of everyone. Unless you really know what you're doing, don't randomly change the structure or move (sub) folders around.

Note: you **are** allowed to add folders at the **lowest** level. That is: you're allowed to add a folder underneath RevDev/Unity/Assets/Art/Player. You're disallowed to remove and/or change RevDev/Unity/Assets/Art/Player though.

Below you'll find a bullet list of the folder structure. Explanation about what goes into which folder will be given further down.

This_is_a_folder/ denotes a folder *this_is_a_file.txt* denotes a file.

- **RevDev/**
  - *Standards.pdf*
  - **Unity/**
    - **Assets/**
      - **Art/**
        - **Player/**
          - **…/ added as needed.**
        - **Environment/**
          - **Blocks/**
          - **Background/**
          - **…/ added as needed**
      - **Editor/**
        - **…/ added as needed**
      - **GUI/**
        - **…/ added as needed**
      - **Materials/**
        - **…/ added as needed**
      - **Plugins/**
        - **…/ added as needed**
      - **Prefabs/**
        - **…/ added as needed**
      - **Resources/**
        - **…/ added as needed**
      - **Scenes/**
        - **…/ added as needed**
      - **Scripts/**
        - **…/ added as needed**
      - **Textures/**
        - **…/ added as needed**

- **Sound/**
  - **…/ added as needed**
    - **Library/**
      - **…/** (generated unity folder, don't care. Is in gitignore)
    - **ProjectSettings/**
      - **…/** (generated unity folder, don't care).
    - **Temp/**
      - **…/** (generated unity folder, don't care. Is in gitignore)
  - **Art/**
    - **…/** (whatever Artists want).
  - **Sound/**
    - **…/** (whatever Sound designers want).
  - **Design/**
    - **…/** (whatever Designers want).
  - **Programming/**
    - **…/** (whatever Programmers want).
  - **Dump/**
    - **…/** (FINE…if you *really* want to put pictures of kittens on the repo you can do so here. Temporary asdasdasd type files go here).

RevDev/Unity

This is the root Unity folder. **Only** files that are used in the actual game should ever be in here or any subfolders of this folder. If it is a work-in-progress piece of art, put it under RevDev/Art instead. Keep clutter out of the Unity project folder please ☺

Unity/Assets/Art

Finalized or useable pieces of art go here. Think backgrounds, sprites, animated sprites etc.

Unity/Assets/Art/Player

Player sprites go here.

Unity/Assets/Art/Environment

Works of art pertaining to the environment (skies, trees, blocks, props) all go in the appropriate folder below this folder.

Unity/Assets/Art/Environment/Blocks

Platformer blocks (the platforms themselves) go here.

Unity/Assets/Art/Environment/Background

Backgrounds/backdrops (skies) go here.

Unity/Assets/Editor

This is a special **unity folder**. Editor extension scripts go here.

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This is a special **unity folder**. Editor extension scripts go here.

Unity/Assets/Resources

This is a special **unity folder**. See: http://docs.unity3d.com/ScriptReference/Resources.html

Unity/Assets/Scenes

All scenes should be saved here.

Unity/Assets/Scripts

All scripts go here or a folder below this level.

Unity/Assets/Textures

Unlikely we'll have to use this folder, but any texture that is used in a material goes here. Don't confuse a texture with a sprite. Both are images but a texture is applied to an object and can be of several types (diffuse, specular, normal, albedo, metallic, etc).

Unity/Assets/Scripts

All sounds (sfx, fmod assets etc) go here or a folder below this level.

Revdev/Art

This is a folder for artists to put their WIP files in. They can structure everything below this level as they like.

Revdev/Sound

This is a folder for sound designers to put their WIP files in. They can structure everything below this level as they like.

Revdev/Design

This is a folder for designers to put their WIP files AND finalized files in. GDD will go here. They can structure everything below this level as they like.

Revdev/Programming

This is a folder for programmers to put their WIP files in. Test scripts, terrible memes etc go here. They can structure everything below this level as they like.

Revdev/Dump

The shitpile of the project. Anything that needs to be on the repo but can't go anywhere else goes here. This place is allowed to be a mess.

Naming Conventions

There is only ever ONE version. This is the most important rule. For **any** file that goes into the Unity project, there should only ever be one version. Other versions (works in progress, temporary saves etc) should go elsewhere. Just **keep the Unity project clean**. Files will be iterated on, sure, but we don't want Player-1.png, Player-2.png, Player-2-1.png in the project. Just one sprite Player.png at any given time, the iterations on Player.png can go in the art folder (similarly, iterations on OnHit.wav can go into RevDev/Sound/… etc).

Generally speaking, use common sense to name your files. Just don't name anything "TEST", it's hella confusing. Names should be descriptive, even if that means they're long.

The used notation will be: **camelcase** notation (http://en.wikipedia.org/wiki/CamelCase).

Do:

- PlayerInput.cs
- PlayerSprite.png
- OnJump.wav
- DefaultSkyboxMaterial.mat

Don't

- testScRipt.cs
- lol_random_imge154-5643.gif
- onlinesoundfx.com-gunshot8aaf-short.wav
- a _ &^* terrible**&(filEnm.blargh
- Player-5-1-FINAL.png

Art

Be descriptive! You've just put a lot of time into your wonderful piece of art, please take a minute to give it a descriptive name.

Programming.

Be logical! Keep in mind that Unity is component-based and think of every script as a behavior. Just give the script a name of what it does. Other options are:

1. xxxController.cs (some script that controls other scripts or gameobjects (PlayerController.cs – glues all other scripts and components that belong to the player together)
2. xxxManager.cs (some script that manages resources (EventManager.cs))
3. AAbstractClass.cs (denote abstract classes with capital 'A')
4. IInterface.cs (denote interfaces with capital I)
5. GGeneric.cs (denote generics with capital G)

Design & Sound

Same generic rules apply. Use common sense names. *GDD.doc* is perfectly fine as is *OnPlayerHit.wav*. GDD-v1-rev5-2014(FINAL).doc is not a good name because it implies versioning. Again, there should only ever be one version of every file. GDD.doc is always GDD.doc. Iterations on that file could go under RevDev/Design/Dump or something like that…

File Conventions.

Art

- Use .png or .tga only for sprites and texture assets in the Unity project folder.
- .psd .whatever is allowed within the RevDev/Art folder, but not within the Unity project folder.
- Try to make power of two sized images (128x128, 256x256, 512x512 etc) this will help with compression.
- It is better to produce at a **higher** resolution than needed. Assets can always be scaled down and/or compressed later on, but you can't make a 64x64 graphic HD with the click of a button…

Sound

- .wav, .ogg, .fmodasset .bank files are allowed. MP3's are strictly disallowed.

Design

- Use .pdf for locked files (such as this file, which won't change regularly). You can always keep a local copy of your word file and not have it put on the repo by adding it to .gitignore (SourceTree -> right click MyFile.docx -> Ignore -> Ignore this exact name).
- Use .doc, docx, .rtf for changeable files.
- Don't use .txt, .md unless you really have to.

Programmers.

- Not much restrictions, the languages themselves already enforce extensions. C# is the used language. JS files are allowed but strongly discouraged.