Game Engine Development – Assignment 1

Agreement Document

Project Structure:

* Main Folder
  + Assets
    - Audio
    - Textures
  + Docs
  + Game
    - Organised by build type
  + Lib
  + Source
    - Engine
    - Actors
    - Sln
  + Temp
    - Organised by build type
  + Test
    - Organised by build type

Coding Style:

- All global variables will be prefaced with a lowercase g

- All variables will be named in camel case, with the first letter lowercase

- All functions will be named in camel case, with the first letter uppercase

- The letter “I” will always be used to iterate loops

- Braces will always begin below the function declaration

Minimum PC requirements:

* 300 Mb Ram
* 300 Mb available storage
* 500 Mhz Processing speed