Pixentration: A Silverlight Concentration Game by Vandelay Industries

Tools and Standards

Programming Languages	• C# • XAML (Silverlight)
Development Tools (IDE)	• Visual Studio 2010
Design Tools	• Visio
Version Control	• Github open source repository
Design Process	We will be using an incremental approach to this project. It has been decided that the best results for the content and duration of the sprints can be achieved by using the timeline proposed by Dr. West in the instructions. As with any agile design process we will periodically review our progress and make any necessary adjustments to the timeline.
Documentation Standards	We will be using a Microsoft template to maintain a consistent style for all documentation of our project.
Coding Standards	• All opening brackets should start at the end of the function declaration • All nested code should be indented once • When possible declare all variables at the beginning of a method • Leave between the variable declaration and the executing code • All methods should have a comment above them explaining their use and parameters • Add comments as necessary, if something doesn't seem straightforward explain it • An example of these standards has been posted below

Code Example	This method returns a Boolean in relation to whether the two card values are equivalent
	
	Param: card1 the first card to be compared
	Param: card2 the second value to be compared
	Return: match the result of their comparison
	
	`Public boolean isMatch (String card1, String card2) {`
	
	    `String card1, card2;`
	    `Boolean match;`
	
	    `If (card1.equals(card2)) {`
	        `Match = true;`
	    `}`
	    `Else {`
	        `Match = false`
	    `}`
	`}`