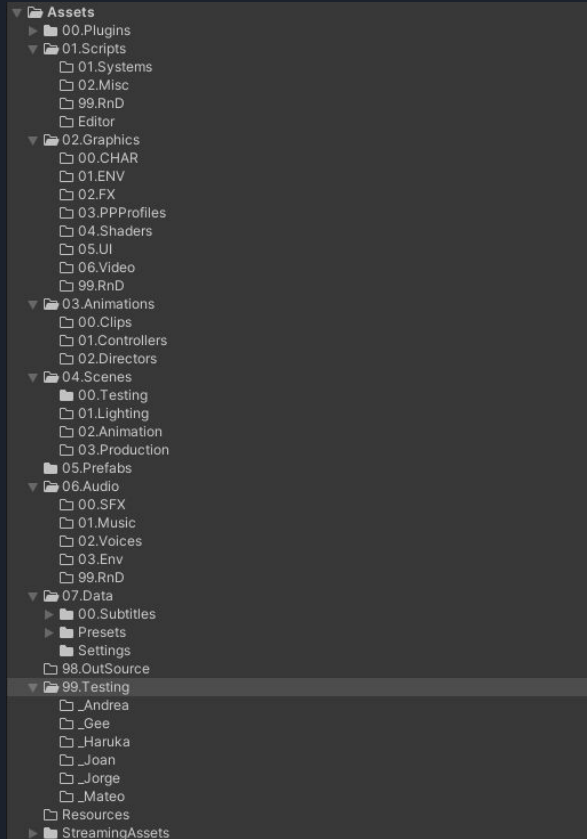


The background is a dark blue-grey gradient. In the top-left corner, there are two overlapping geometric shapes: a blue parallelogram and a light green parallelogram. In the bottom-left, there is a circular inset showing a detailed, high-contrast image of a printed circuit board (PCB) with various electronic components. In the top-right corner, there is a faint, grey, 3D-rendered pattern of interlocking cubes or a circuit board layout.

# Development Team Conventions

# Project Folder Structure



all The Testing Should be Contained within The Folder  
“99.Testing” and within it A folder called  
\_DeveloperName

If The Developer is Creating a Bigger System,  
Animation, Shader,etc that is not ready for  
production it should be placed in the subfolder  
99.RnD of the Corresponding Folder.

e.g.:

Assets/01.Scripts/99.RnD/Subtitle System

# Asset Files Naming Convention

|                     |                                                               |
|---------------------|---------------------------------------------------------------|
| Scenes              | SXX_Name (XX increase by 10 unless its an intermediary scene) |
| Materials           | MAT_Name                                                      |
| Shader              | SH_Name                                                       |
| Font                | FONT_Name                                                     |
| RenderTextures      | RT_Name                                                       |
| SkeletalMesh        | SKM_Name                                                      |
| StaticMesh          | SM_Name                                                       |
| Visual Effect       | VFX_Name                                                      |
| Animator Controller | AController_Name                                              |
| AnimationClip       | AClip_Name                                                    |
| AvatarMask          | Mask_Name                                                     |
| Pipeline Asset      | URP_Name                                                      |

# Asset Files Naming Convention

|                           |                       |
|---------------------------|-----------------------|
| SFX File                  | SFX_Name /SFX_Name_3D |
| Voice File                | V_Name/ V_Name_3D     |
| Music File                | M_Name/M_Name_3D      |
| Environment Sound         | ENV_Name/ ENV_Name_3D |
| Video File                | VID_Name              |
| Timeline Asset            | DIR_Name              |
| Timeline Signal           | SIG_Name              |
| Subtitle File             | SUB_Name              |
| Post Process Profile File | PP_Name               |
| Prefab                    | PF_Name               |
| Textures                  | T_Name                |

# Asset Files Naming Convention

|                       |           |
|-----------------------|-----------|
| Textures Color        | T_C_Name  |
| Textures Normal       | T_N_Name  |
| Textures Emmissive    | T_E_Name  |
| Textures Mask         | T_M_Name  |
| Textures Roughness    | T_R_Name  |
| Textures Metallic     | T_MT_Name |
| Textures Specular     | T_S_Name  |
| Textures Displacement | T_D_Name  |
| Textures Ambient      | T_AO_Name |
| Textures Height       | T_H_Name  |
| Textures Flow         | T_F_Name  |
| Textures Liight map   | T_L_Name  |

# Build Naming Conventions

## 1. Build Naming Rule(ビルドネーミング規定)

### ① EXE

- 3-6 digit capital alphabets + \_VerXX+.exe (アルファベット大文字6文字まで+\_Ver+2桁番号+.exe)

- Alphabets is short name of Projecttitle (アルファベットはタイトルの略称)

ex: Thank you for sharing your world→TYFSYW\_Ver01.exe

### ② Compressed file(圧縮ファイル名)

- 3-6 digit capital alphabets + \_VerXX+.rar (アルファベット大文字6文字まで+\_Ver+2桁番号+.rar)

ex: Thank you for sharing your world→TYFSYW\_Ver01.rar

注意: exeとBuild名は変えない

# Scripting Documentation

- All The Code should be Commented as much as possible
  - Every Class Should have a short description at the beginning of the class for future reference
  - every Exposed Function should have a VS Summary

```
/// <summary>
/// Sends a Haptic Impulse to the selected hand
/// </summary>
/// <param name="hand">Send Haptic Impulse To This Hand</param>
/// <param name="channel">Vibration Channel (Htc Vive uses only 1)</param>
/// <param name="amplitude">can go from 0->1 </param>
/// <param name="duration">duration in Seconds</param>
10 references
public void SendHapticImpulse(SteamVR_Input_Sources hand, uint channel = 0, float amplitude = 0.5f, float duration = 0.2f)
```

- Whenever system that will be operated by the Design or Producers Team is created, there should be a Documentation on Confluence/GDrive for its correct operation.

# Coding Convention

## Namespaces

Namespaces should use PascalCase except for Acronyms which should be all UpperCase

e.g.:

```
namespace KVRL.Utilities.Subtitles
```

```
{
```

```
}
```

The Namespace of any KVRL Project should be

```
namespace KVRL.ProjectName
```

```
{
```

```
}
```

Classes and Interfaces Should use PascalCase

e.g.:

```
class MyClass
```

```
interface IPausable
```

Methods should use PascalCase



# Coding Convention

All non Static Fields should use camelCase and avoid the use of underscores

```
public int publicField  
private int privateField  
int privateField  
protected protectedField
```

Static Fields should use PascalCase

```
public static int StaticField;
```

Properties should use PascalCase

```
public bool CanBePaused  
{  
    get { return !isPaused; }  
    set {}  
}
```

# Coding Convention

Parameters should use camelCase

```
void DoMagic(int amount)
```

Actions Should use PascalCase

```
public event Action<int> OnValueChanged
```

Access Level Modifiers should be explicitly written down

Avoid:

```
int myInt
```

Prefer

```
private int myInt
```

All Braces should get their own Line(C# convention)

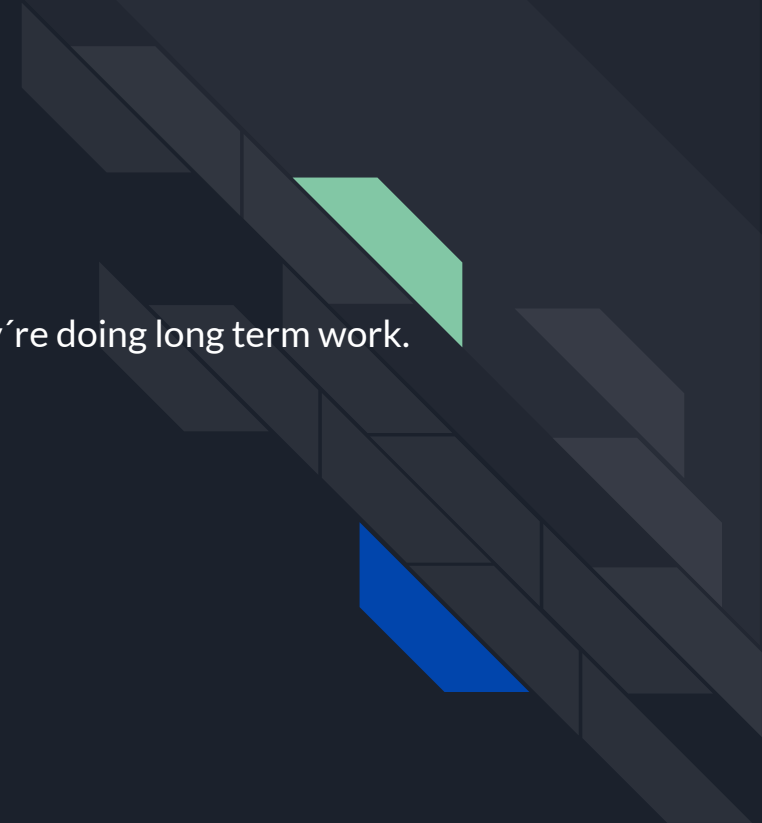
Always Include Braces to conditional Statements irrespective of the number of lines required

# Version Control

For Version Control we will use Github:

There should always be 3 main Branches

1. Master
  - a. main Branch
2. Dev
  - a. Development Branch
  - b. Each developer should create their own branch if they're doing long term work.
3. Stable
  - a. Use this to hold the latest version of the stable build



# Commit Messages

THERE SHOULD ALWAYS BE A DESCRIPTIVE MESSAGE WITH EACH COMMIT

Message Prefixes:

- ADD-AssetType-Message
  - Use this when your'e adding a new Feature, assets, Etc
- FIX-AssetType-Message
  - Use This for a specific Error Fix
- DEV-AssetType-Message
  - Use This When You're doing a change to an existing System/Asset
- REMOVE-AssetType-Message
  - use This When your'e removing an Asset
- TEST-AssetType-Message
  - use this when you're sharing a test

[Optional]

Replace Asset Type for the type of asset when the Commit only includes Change to an specific asset/asset group

[Mandatory]

Replace Message for a descriptive Message