Naming Conventions v1.2

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# File Names

## Documentation Files

All documentation files use the following template: DOC\_UpperCamelCase(\_version).file

DOC\_NamingConventions\_v1.0.docx

## D2L Dropbox Submission Files

Files for submission to D2L should be renamed to follow the template: Team37\_AssignmentName.file

If the submission is a zip folder, the naming conventions of the internal files does not matter.

Team37\_AssignmentName.zip

## Website Folders

Folders should be named with lower camel case.

gameImages

level1

## Web Page Files

Web page files should be named with lower camel case.

index.html

contactUs.html

level3.php

## Javascript Files

All Javascript files use the following template: js\_lowercaseCamelCase.js

js\_gameScript.js

js\_level2.js

## Internal PHP Files

PHP files that are only meant to run some code and then redirect to another page (e.g. login.php vs. loginform.php) should use the following template: internal\_lowercaseCamelCase.php

internal\_login.php

internal\_nextLevel.php

## Image Files

### Static Game Sprite Image Files

All static (non-animated) game sprite image files use the following template: STATIC\_UpperCamelCase.file

STATIC\_EnemySpriteSheet0.jpg

STATIC\_HealthBar.gif

STATIC\_AttackButton0.png

### Animated Sprite Image Files

All animated game sprite image files use the following template: ANIM\_UpperCamelCase.gif

ANIM\_PlayerRunning.gif

ANIM\_EnemyAttack1.gif

### Non-Gameplay Interface Image Files

All UI image files that aren’t related to gameplay use the following template: UI\_UpperCamelCase.file

UI\_LoginButton.gif

UI\_Logo.png

### Non-Gameplay Non-Interface Image Files

All image files that aren’t part of the website’s interface, layout, or gameplay should use the following template: IMG\_UpperCamelCase.file

IMG\_TeamPhoto.jpg

IMG\_Diagram1.gif

## Audio Files

### Music Audio Files

All music audio files should use the following template: MUS\_UpperCamelCase.file

MUS\_BackgroundMusic1.mp3

### Sound Effect Audio Files

All sound effect audio files should use the following template: SFX\_UpperCamelCase.file

SFX\_PlayerDamaged.wav

### Voice Over Audio Files

All voice over audio files should use the following template: VO\_UpperCamelCase.file

VO\_FinalBossIntro.mp3

# Programming Identifiers

## Variables

Lower camel case as in Java. Avoid using variables that begin with the word “class” or the name of an HTML element.

helloWorld

playerHealth

enemy0

## HTML/CSS IDs

Lower camel case, but all ids begin with the name of the corresponding HTML element.

divHelloWorld

formLoginForm

textareaUserInput

buttonGameButton0

## HTML/CSS Classes

Lower camel case, but all classes begin with “class”

classHelloWorld

# GitHub Identifiers

## Branches

All branch names should follow the template: [iteration number]-[category]-name(-moreinfo)

The categories are: feature, testing, bugfix, hotfix, release

Note that only digits and lowercase letters should be used.

2-testing-firebase

3-feature-quizscreen

4-hotfix-crashfix

5-bugfix-gamelag

# Changelog

1.21 – Removed documentation as a branch category.

1.2 – Added GitHub and Branches section.

1.1 – Add folders section. Changed web page files to lower camel case.

1.0 – Initial document.