Conventions

Folder Structure:

Assets

- Graphics
    - Sprites
        - Characters
        - WIP
    - Backgrounds
    - Fonts
    - Shader
    - Themes
- Sound
    - Soundeffects
        - Characters
        - Environmental
    - Soundtracks
- Code
    - Scripts
    - Scenes
- Data

Filenaming:

For backgrounds: *<name><_bckgrd><.fileType>*

for example: purple_horizon.png

For animations: *<thing><_action><_data><frame><.fileType>*

for example: character_walking_right1.png, character_walking_right2.png

ufo_lights1.png, ufo_lights2.png, ufo_lights3.png

Important: No tilesheets please. Send animations frame by frame.

Godot Settings

width: 480, height: 270, orientation: landscape, mode: 2d, aspect: keep

Important: Please don't scale individual objects

Naming:

files, vars, methods: snake_case

folders, scenes, scripts, classes: PascalCase

Filetypes:

- Graphical
  - .png
- Sound
  - .ogg
  - .mp3
- Test
  - .txt
- Savefiles
  - .json
- Code
  - .gd
  - .tscn

Please don't upload editor-specific files such as .ase, .aseprite, .ps, .als, etc for everyone.

Resolution:

16px * 16px for Sprites and 32px * 32px for UI