

Number One With A Bullet
Development Standards Agreement

Coding Styles

- Naming Conventions
 - Multi-word names are to be represented using camel case
 - Constants are to be named with all caps
 - All class and method names are to begin with a capital letter
 - All non-pointer variables are to begin with a lower case letter
 - Booleans are to be prefixed to make obvious they are booleans (is-, has-, do-, etc.)
 - Private member variables are to be prefixed with "m_"
 - Static variables are to be prefixed with "s_"
 - Global variables are to be prefixed with "g_"
 - Pointers are to be prefixed with "p", after any applicable preceding prefixes,
 - Pointers to pointers are to be prefixed as above, except with "pp"
- Bracing
 - All conditional statements, switches, and loops are to be enclosed in curly braces that open and close on their own line
 - One line conditional statements without braces are forbidden
 - Class and method declarations and definitions will have the opening brace occur at the end of the first line
- Whitespace
 - An empty line is to be added where reasonable for the purposes of visually grouping related blocks of code
 - Loop and switch blocks will be buffered by an empty line before and after except when they are the first or last element in a block of code
 - The beginning and end of a conditional block will also be buffered, but "else if" and "else" blocks will continue on the first line after the previous closing brace

Directory Structure

- Root
 - Assets
 - Audio
 - Music
 - SFX (sound effects)
 - Sprites
 - (folder per character)
 - Textures
 - UI (user interface)
 - Environment (level textures)
 - Maps (level data)
 - (folder per level if necessary)
 - Docs (documentation)
 - Lib (libraries, including game engine)
 - Source (source code)
 - N1WaB (visual studio solution folder)
 - Game (release builds)
 - Temp (debug builds)
 - Test (QA test builds)

Minimum Hardware Requirements

- Operating System
 - Microsoft Windows 7/8/10 (64-bit)
- CPU
 - 1.2 GHz processor (64-bit)
- Memory
 - 2GB RAM
- GPU
 - DirectX 9.0c compatible
 - 256MB video memory
- Sound
 - Any sound card
- Input
 - Keyboard and mouse OR
 - 4 Button gamepad with analog stick
- Storage
 - 300MB estimated