

WalkEd

<http://walked.edwardpultar.com>

Coding Style

- Our classes, modules, and routines are layed out across many files of which a lot are from the Quake 2 Engine or the FEAR system.
- We add comments for the classes, modules, routines, etc. that we modify or add.
- Variable names begin with a lowercase letter and should be relevant to what the variable is used for. Also if there is more than one word any following words have the first letter capitalized such as velocityForward.
- All functions begin with a capital letter and following words have the first letter capitalized such as GetPersonality().
- We will try to keep the maximum length of a routine to less than 100 lines.
- We will try to keep the maximum number of routines in a class to 50.
- We will do our best to avoid using extensive loop nesting and not use the goto statement.
- We use Microsoft Visual Studio .NET 2003 and Quake 2 v3.20 and FEAR v0.4.0.
- We use the tools and libraries for mostly all of our work other than text-editors for files such as XML.
- Source code file names typically begin with a capital letter and are as descriptive but concise as possible.
- The source code directory tree is from the root directory there is a FEAR folder with the FEAR code in the fear and modules directories and the Quake 2 source code in the platform directory. There is also the Quake2 folder in the root directory that has the game DLL file and the executable files for the system. For our source control we use Perforce to manage our code depot.
- For the source code we write the file contents will be one agent per C++ file.
- We indicate incomplete code with a TODO comment such as //TODO: make agent follow walls