

# Tech Document

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# Naming Conventions

## Variables

Names	Conventions
Private Global VARIABLES	<b>_myVariable</b>
Constant	<b>MYVARIABLE</b>
Public Global VARIABLES	<b>MyVariable</b>
Local VARIABLES	<b>myVariable</b>
Function	<b>MoveBall( )</b>
Bool variable	<b>IsHit</b>
Bool function	<b>IsHit( )</b>
Containers	<b>Balls</b>

## Files

Type	Prepend
Material	<b>MAT_</b>
Prefab	<b>P_</b>
Shader	<b>S_</b>
Texture	<b>T_</b>
Physics Material	<b>PMAT_</b>
Scriptable Object	<b>SO_</b>
Base Scriptable Object	<b>BSO_</b>
Base Class	<b>B_</b>

# Git Flow

Never work on the main branch

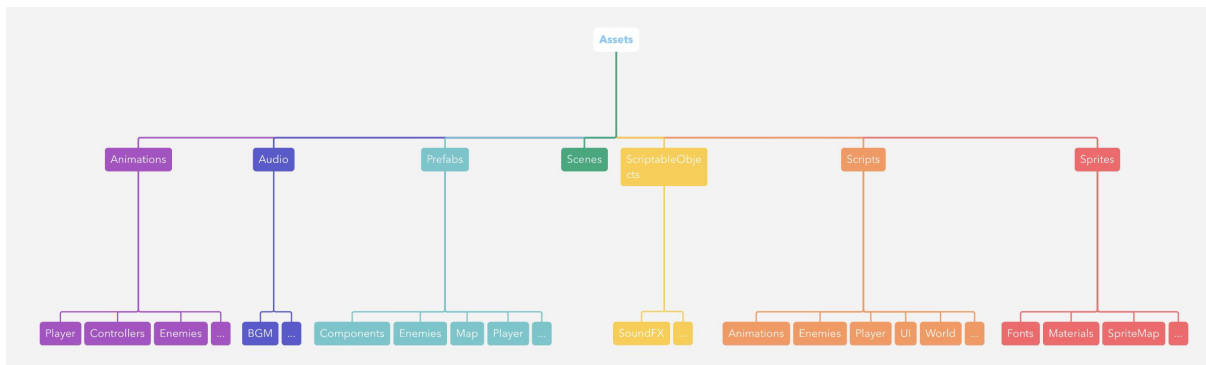
Make a branch for every feature you work on. One branch per feature.

If the branch depends on new content rebase it on main.

When done merge into main and delete old branch.

no branch should work on more than one feature.

# Folder Structure



# Development Stack:

**Unity 2019 LTS:** Unity is great for quick prototyping and it is the engine that i feel most comfortable with. This game will be a 2D game and Unity is will work perfectly.

## Tools/Add-ons

**Unity 2D Packages:** In order to speed up the workflow i will be using Unity SpriteMaps and the sprite editor.

**Cinemachine:** A really powerful and simple camera tool with a lot of possibilities.

**Input System:** The new and versatile input system is amazing for quickly remapping buttons, using multiple controller layouts and switching between keyboard/controller for testing.

**Aseprite:** Aseprite is one of the most powerful pixel art programs with an intuitive and simple learning curve. Exporting sprite sheets and doing anything sprite related is wonderful in this program.

**C#:** The coding language in unity and the language that i am most comfortable with.

**Google Docs:** Great and free tool for writing out official documents, working on the cloud.

**OneNote:** Amazing & Free tool from Microsoft for writing things down, i use this for planning mechanics, implementing features and making quick sketches to visualise in order to make it easier for me to process and plan.

**HacknPlan:** Not the handiest tool in my opinion, but it is required for the exercise and therefore I shall use it as a good student! It does serve a solid job in providing a platform for logging hours and checking out metrics.

## Target Platform:

**PC:** My goal will be for the game to be released on Itch.io and available for download on my website. This will be the main focus of the project and will have priority over other platforms.

**Nintendo Switch:** It would be interesting to try and port this game to the switch in my own free time. My switch has homebrew so i can try out my games on it without a dev kit from Nintendo.

## Target Audience:

**Anyone:** The target audience of my game will be anyone that can or wants to game. No gender/age group