



Readability

- Indentation: Every opening curly bracket (i.e., '{') requires an indentation of at least two (2) spaces (default tab).
- Spacing: Use whitespace to create logical grouping of code. For example:

A line between functions

A line between variable declarations and codes

A line between function segments, etc.).

- Comments: Write comments as if everyone else working on the project will be reading your code, because they will. Good commenting practices include:

Intro comments: `/* This function does xyz */`

Line comments: `cEgo.Baseline = 147; //Disables walkbehind during animation`

Block comments: `/* The following code was removed because it did not function
as intended. It was not deleted in case someone wanted to
fix it at a later time. */`

Signatures/Contact: `/* Contact hero6lives@gmail.com with any issues */`

Room Events

- Non-specific room events (e.g., Leaves Room, Repeatedly Execute, etc.)

postFade: Enters room (after fade-in)

preFade: Enters room (before fade-in)

firstEntry: First time enters room

onExit: Leaves room

RepExec: Repeatedly execute (room_RepExec is acceptable)

exitSouth: Walks off bottom edge

exitWest: Walks off left edge

exitEast: Walks off right edge

exitNorth: Walks off top edge



- Characters, Hotspots, Objects, Regions

Prefix - All room functions should begin with a lowercase letter describing how the room function is called (e.g., `hHealerDoorInteract()`):

c: Character

h: Hotspot

o: Object

r: Region

Postfix – All room functions should end with one of the following words describing the action required to call the function (e.g., `hHealerDoorInteract()`). The use of an underscore between the event name and the postfix is optional; however, the postfix must be in CamelCase:

AnyClick

Fetch

Interact

Look

Hover (Hotspots only)

Open

Stands (Hotspots only)

Talk

Trigger

Inventory

WalkOn (Region Only)

WalkOff (Region Only)

WhileStands (Region Only)