Assets Naming Convention

It is important to us a consistent style of naming for all game assets. Below are guidelines to follow. The same naming convention will apply for graphic, animation, text or audio assets.

Use Lower Case File Names

background_desert.png

To avoid future compatibility issues with other platforms (like Linux), all assets need to be named in the lower case.

Files should be named descriptively using lowercase letters. Hyphens should separate words.
player_shout.mp3

Name Grouping

Similar assets should start with a common term

Samples

Weapon
player_gun.png
player_shotgun.png
enemy_flamerthrower.png
enemy_pistol.png

Backgrounds
background_forest_trees.png
background_forest_bushes.png

Buttons
btn_play.png
btn_shop.png

Game Objects
arrow_left.png
arrow_right.png
bullet_on_target.png

UI User Interface
ui_healthbar.png

ui_score_display.png

<u>Audio</u>
music_menu.mp3
music_shop.mp3

explosion_bullet.mp3
explosion_grenade.mpg

File Organisation

The development directory should be used for all projects. Files should be stored in the correct folders and new folders should be used to group similar assets.