

Global style rules:

- No separators (spaces, underscores, etc.)
- Variables that can be made constant should, including widgets.
- Files should be named with lowercase letters and underscores to separate the words.

Classes:

- Upper Camel Case

```
class ProfilePage extends StatefulWidget{}
```

- Write Curly brackets on the first line of class definition

```
class Player {  
...}
```

Enums:

- Upper Camel Case

```
enum EliminationType{}
```

- Write Curly brackets on the first line of enum definition

```
enum PlayerState {...}
```

Enum Variables:

- Lower Camel Case

```
enum EliminationType{ fingerGuns, waterBalloon }
```

Variables:

- Lower Camel Case

```
String playerName = "Joe Smith";
```

Functions:

- Write Curly brackets on the first line of function definition
ex.

```
String getRandomString(...) {  
...}
```

- Lower Camel Case

```
Future<void> setUserData() {}
```

Import lines:

- Lower Camel Case

```
import 'dart:math' as math;
```

- Never include unnecessary imports
- Always define a prefix for a namespace instead of implicitly referencing variables in namespace

```
import 'globals.dart' as globals;
```

```
globals.myUserData.name = "Joe Smith"
```

As opposed to

```
import 'globals.dart'  
myUserData.name = "Joe Smith"
```

Asynchronous Function Calls:

- Only define return type as Future<T> when T is not **void**
ex.

```
Future set_user_data(...) // return type is void, so the type is excluded  
async {...}
```

```
Future<Group> loadGroup(...) // return type is Group, so it is labeled  
async {...}
```