

## WHAT TO DO AND NOT DO

### Code

#### DO:

- Split entity data into modules, similar to Position and Speed
- Write systems to manipulate data, and keep all code either in those systems or in the stepper ECSRunnable
- Create new components using `PooledEngine.createComponent()`
- Using `CaveGame.instance` to access non-static fields inside the `CaveGame` class (like systems and creation managers)

#### DO NOT:

- Write method and any code in components. Bad, bad.
- Instantiate new components using `new Component()`;
- Pass variables from `CaveGame` class to any functions. `CaveGame` is assumed to be unique and hence `CaveGame.instance` should be used.
- `new CaveGame();` // This will fuck EVERYTHING up

### Source Control

#### DO:

- Create separate branches for each feature you're planning to implement
- Use pull requests to merge into the development branch.
- Merge into master branch after a successful, 100% tested release

#### DO NOT:

- `git push -force`
- Commit directly to the development branch