Gabriele	Davide							
Core Gamepla	Components	To Do/WIP/Done	Optional	To Do/WIP/Done		<u>Naming Convention</u> <u>Scripts</u>		
						Script	Visibility	Convention
	Movement System	Done	Tool Level Editor	Done		Class Member variable	Private	_camelCase
Player:	Score System	Done				Class Member variable	Public	PascalCase
	Move Undo	Done				Class Member variable	Protected	_camelCase
	Hint System	WIP				Class Member variable	Internal	camelCase
	Grid System	Done						
Level System		Done				Local Variable	///	camelCase
	Audio	Done						
Feedback System	n: VFX	Done						
						Properties	Public	PascalCase
Save System		Done						
	Main Menu	Done						
	Options Menu	Done						
UI/UX	Level Selection Menu	Done				Methods	Private	PascalCase
						Methods	Public	PascalCase
						Methods	Protected	PascalCase
						Methods	Internal	PascalCase
						Constants	Private	SNAKE_CASE
						Constants	Public	SNAKE_CASE
						Constants	Protected	SNAKE_CASE
						Constants	Internal	SNAKE_CASE