Sprites - 16px by 16px

Visual Studio only - Ctrl+K, Ctrl+D == formats code

Folder names: Capitalize first letter, then every new word underscore and capitalize

e.g. Images

Images\_Raw

File names: If class, capitalize first letter and no underscore

If something else, lowercase first letter:

e.g. enemy.png;

enemy\_fireball;

enemy\_fire\_master;

Curly brackets: Under the function/namespace/class name…

private void YouHatePasta()

{

}

functions, namespaces, classes names

e.g. public void YouHatePasta()

variables

e.g. int camel;

int camelCase;

int camelCaseVersion;

constants: only upper cases - string const CAMEL\_CASE

EVERY NAME has to be very explicit.