

[Style cheat cheat]

https://docs.godotengine.org/en/stable/getting_started/scripting/gdscript/gdscript_styleguide.html

snake_case for file names, functions, and variables

(Also use **snake_case** when loading a class into a variable):

weapon.gd

resource_meter.gd

zone_2.tscn

...

```
onready var light_meter := preload("res://Scenes/resource_meter.tscn").instance()
```

```
extends Node
```

...

PascalCase for class, node names, folders:

...

```
class_name Weapon
```

```
extends KinematicBody
```

...

(PascalCase for folder names while using snake_case for files allows for cleaner differentiation which will probably make file searching much smoother)

=====

lowercase for letters in hexadecimal numbers:

...

```
var large_number = 1_234_567_890
```

```
var hex_number = 0xfb8c0b
```

```
var large_hex_number = 0xffff_f8f8_0000
```

```
var large_bin_number = 0b1101_0010_1010
```

```
# Numbers lower than 1000000 generally don't need separators.
```

```
var small_number = 12345
```

...

CONSTANT_CASE for constants and enums:

...

```
const WEAPON = preload("res://weapon.gd")
```

```
const MAX_SPEED = 200
```

...

https://docs.godotengine.org/en/stable/getting_started/scripting/gdscript/gdscript_styleguide.html?#code-order

```
01. tool
02. class_name
03. extends
04. # docstring

05. signals
06. enums
07. constants
08. exported variables
09. public variables
10. private variables
11. onready variables

12. optional built-in virtual _init method
13. built-in virtual _ready method
14. remaining built-in virtual methods
15. public methods
16. private methods
```

Regular comments should start with a space, but not code that you comment out.
This helps differentiate text comments from disabled code.

```
```
This is a comment.
#print("This is disabled code")
```
```

For boolean operators use:

```
```
and/or instead of &&/||
```
```

Use a trailing comma on the last line in arrays, dictionaries, and enums.
Trailing commas are unnecessary in single-line lists

Use the past tense to name signals:

```
```
signal door_opened
signal score_changed
```
```