

## Unity Programing Guidelines

- Open braces should always be at the beginning of the line after the statement that begins the block. Contents of the brace should be indented by 1 tab or 4 spaces.
- Comments should be used to describe intention, algorithmic overview, and/or logical flow. It would be ideal, if from reading the comments alone, someone other than the author could understand a function's intended behavior and general operation. While there are no minimum comment requirements and certainly some very small routines need no commenting at all, it is hoped that most routines will have comments reflecting the programmer's intent and approach.
- **Do not** use Hungarian notation
- **Do not** use a prefix for member variables (\_, m\_, s\_, etc.). If you want to distinguish between local and member variables you should use "this." in C# and "Me." in VB.NET.
- **Do** use camelCasing for member variables
- **Do** use camelCasing for parameters
- **Do** use camelCasing for local variables
- **Do** use PascalCasing for function, property, event, and class names
- **Do** prefix interfaces names with "I"
- **Do not** prefix enums, classes, or delegates with any letter