

General

1. NO JAVA braces

New open brace = new line

```
[if, while, for]
{
}
else
{
}
```

2. Braces are forced.

Even one line should be braced.

3. Between methods should be at least 2 empty lines.

```
int AsdQwerty()
{
}
// 1 line
// 2 line
int AsdQwerty2()
{
}
```

4. Operators should be surrounded with spaces

```
fgh = (asd == qwe);
asd += 2;
MyFunc(asd + 2);
```

5. Do not use operator ? like parameter for the function, cash it in value and sent this value in function

C# Specific

1. Declaration order.

ALL entities in class should be declared in that order.

- 1) constants(+ readonly)
- 2) statics
- 3) events
- 4) serializable fields
- 5) private fields
- 6) public properties

- 7) private properties
- 8) methods in interface
- 9) unity events (OnAwake, OnUpdate, etc.)
- 10) constructor/destructor
- 11) public methods
- 12) private methods

Also all this categories should be separated with at least **2 empty lines**

2. Declaration regions

All declarations should be splitted in regions:

- 1) **Fields** (no. 1-7 in declaration order)
- 2) **Properties** (no. 1-7 in declaration order)
- 3) **Interface** regions. One region for one interface class implemented. Name of region should equals to interface name
- 4) **Unity lifecycle** region
- 5) **Public methods** region (no. 10-11 in declaration order)
- 6) **Private methods** region
- 7) **Event handlers** region