**Code Conventions**

**Script names:**

* PlayerMove
* OnClick
* Shooting
* ShootingEnemy

**Brackets:**

* If (thing)
* **{**
  + **then**
* **}**

**Variables:**

**PUBLIC**

* playerMove
* onClick
* shooting
* shootingEnemy

**PRIVATE**

* **­**\_playerMove
* \_onClick
* \_shooting
* \_shootingEnemy

**Taal:**

* Engels