**Naming Conventions:**

* Resources (everything in the dropdown list except for scripts) named with snake case. Resources’ names should start with the first letter of that resource. If the resource is part of a group, include the group in the name
  + For example: There are 5 kinds of soldiers. Here’s an example of the names:
    - s\_Soldier\_Default\_Right
    - s\_Soldier\_Pistol\_Right
    - s\_Soldier\_MachineGun\_Right
    - s\_Soldier\_Laser\_Right
    - s\_Soldier\_Cannon\_Right
  + The name contains the group (Soldier), name (default, pistol, etc.), and description of the sprite (Right in indicate the sprite is facing rightward)
* Local variables and scripts are named with camel case
* Constants are named in all caps + snake case

**Organization**

* Use resource groups liberally. Keep files organized by the group they belong to. Such as all the Soldier sprites are in a Soldiers folder