Style Guide for the Whiskey Engine:

1. Member variables:
   1. Public: Should be Camel Case. Applies to all types of variables **except pointers**.

Simply make sure that if it is a non-static member variable, it has an **‘m’** preceding its’ name.

Eg: int mCounter;

* 1. Private and Protected: Should be Camel case. Make sure that if it is non static, it has a **TRAILING** underscore **‘\_’** following the name.

Eg: int mGameObjectCounter\_;

* 1. Pointers: Should be Camel case. Make sure there’s a **‘p’** in front of the name.

Eg: int \* pReference;

* 1. References: Should be Camel Case. Make sure it has an **‘r’** in front of it.

Eg: int & rInstanceCounter;

* 1. Static: Should be Camel Case. Make sure it has a **LEADING** underscore.

Eg: int \_mGameObjectInstance;

* 1. Boolean: Should be Camel Case, add **trailing** or **leading** underscore based on rules above, and prefix with a ‘**b**’.

Eg: bool bIsActive\_

1. Class Names: