

# Git naming conventions at Beside the Park

Last update 2022-09-16

## Branch naming convention

The main branches:

`master` - the main branch most of the time corresponding to the code from the production environment

`staging` - the branch where final verifications are made before merging to `master` and deploying to the production environment

`develop` - the branch which consists the backbone of the development work. Still developers should refrain from committing directly to this branch. Instead all the work should be performed on “feature” branches which should be subbranches of the `develop` branch.

## Feature branches

The “feature branches” should follow the following naming convention

`<branch-type>/<branch-name>`

Where branch types are:

`feat` - features that are added within this branch

`fix` - problem/bug fixes

`task` - a task to be performed which itself doesn't fit to the concept of a feature

`exp` - experimental/throwaway branch

## Commits naming convention

A few simple rules on how we write commit messages at Beside the Park.

“

1. The commit title uses an imperative i.e. “Fix crashing mobile app due to a context with empty reference to company”
2. The commit title line ideally fits within 50 characters however the absolute maximum is 72.
3. The commit title starts with a capital letter.
4. If there is further description required it comes after an empty line.
5. Each line of the description fits within 72 characters.

6. The description focuses on why the commit is required rather than how it solves the problem.
7. At the end of each commit message, after an empty line there is a reference to ticket numbers which are related to this commit.

**Example:**

`"Move display names to transfers`

`Display names were stored in orders in order to freeze their values  
in time. Storing them in orders proved problematic for types of orders  
where which generated more than one transfer. Because of that the  
frozen display names have to be moved to transfers instead.`

`Resolves: #19187"`

This article is aimed for developers as a part of our knowledge sharing and exchange activities.