**Coding Convention**

1. All private class variable must start with small letter followed by capital letter (fScore).
2. All public variables should start with capital letter. (Score)
3. All variable inside method and all method parameter must start with underscore and small

Letter and followed by capital letter (\_fScore)

1. Every variable should prefixed with respective data type

Int I

Float f

Boolean b

List lst

Dictionary dic

String s

Double d

Long l

Enum e

And so on

5) All Constant and enum must be in capital letter followed by under score for word separation .

6) All debug logs should be within unity Scripting symbols. Symbols should be defined according to

Project requirement.

1. All the interface must start with capital “ I”