**Namespace order**

Standard c# namespaces

UnityEngine

The UnityEnigne’s sub-namespaces(like UnityEngine.UI)

Custom namespaces (like Vuforia or Siccity)

**Variable type order**

GameObjects

Transforms

Other unity specific types, for example Button, Text etc.

Assets

Native variables:

int

float

char

string

bool

Custom class instances

Custom non-Monobehaviour class instances

Note:

All different types should have an empty line between them, except at custom class instances

In each type if there are collections, they should have the following order:

Array

List

Dictionary

**Variable atributes order**

static

public

[SerializeField]

private(don’t specify it)

**Variable values**

Give the values in the script rather than in the editor

**Naming**

GameObjects, assets and files should be PascalCase

All unity specific variables should have the same name as that they have in the scene, in case of Texts, Buttons etc, they should end with the component name

Native variables should be camelCase

Actions should start with On-

Methods should be PascalCase

**Methods**

All of them should be in PascalCase

Order:

-Awake

-Start

-Update (except if it's related to another method)

-Others

-Algorithms and helpers

**Formatting style**

Allman

{

}

**Comment**

-Above each class write a summary about what is the class’s role

-Next to each function write down, from where it is called

-Longer variable and method names over comments