

Programming Naming Rules

PONS Style

Enlace video youtube: [PONS Style Tutorial](#)

VARIABLES

Common Variables Naming

Variables are declared using a letter that defines its type and underscore (`letter_`) followed by a descriptive name which first letter is in lower case (`letter_name`).

In case the descriptive name has **two** words, the second word first letter starts with upper case (`letter_nameDescription`).

In case the descriptive name has **three or more** words, each word is separated using underscore and all start with uppercase except the first word (`letter_name_Long_Description`).

EXAMPLE:

```
public bool b_moves;  
public bool b_isMoving;  
public bool b_is_Still_Moving;
```

Scripts and GameObjects

Scripts are named using "script" keyword + underscore + script name with first letter in underscore (`script_name`).

GameObjects are named using "go" keyword + underscore + game object name with first letter in underscore (`go_name`).

EXAMPLE:

```
public PlayerController script_playerController  
public GameObject go_player;
```

Components

EXAMPLE:

Follow Unity official recommendation

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For methods we follow Classes naming convention: