**GOAL: Follow OOP paradigm of ‘objects take care of themselves’ & organize variables in the scripts**

Libraries

Global enumerations

Start of class:

Public/Private:

//Private enumerations

//List of references

//List of internal variables

//User defined objects

//Delegates

//Events

//Unity methods

//Functions

->

//Early returns

//Local enumerations

//Local variable declarations

//Everything else

Arius: First 7 controllers & the rest of the C# files

Daniel: Game manager & last 7 (starting from HP drop controller)

Controller - user-controlled (& AI-controlled?) data manipulation

Utility - does a common and repeated task (e.g. a rotator script) [move environmental triggers here]

Interfaces - script that details abstract attributes & methods without implementations

GameManager - passes data & locates services for other scripts, **& manages Game State**