# Unity Project Structure

**UNITY VERSION: 2018.3.4f1  
NEVER PUSH A BROKEN BUILD**

## Folder Layout:

/Unity

/Sprites

/Audio

/Scenes

/Scripts

/Prefabs

/Etc as required

No files outside of folder, if there is no folder for an asset, make one.

## Culture:

**OPEN CULTURE, If you need help, ask. Everyone is friendly and approachable. No such thing as a “stupid question”**

* Prefab where possible
* Scripts kept to minimal functionality
* No duplication of functionality
* Under **no** circumstances should a broken commit be pushed, if it stops the “play” button from working branch and push there. If you need a hand with this let me know.

# Code Structure

All bool to be FALSE on creation

IF <TRUE> THEN <DO>

**Not**: IF <FALSE> THEN <DO> or DO, IF <TRUE> THEN <STOP>

Maximum line length, not set in stone but ideally no side-scrolling.

Ideally no nested loops if can be avoided.

Minimise use of static and serialized variables

# Naming Conventions

xxManager for game “engine” features

CamelCase for variables

No Hungarian notation

Folders clear and alphabetical.