* 4 space to a tab
* // for single line comments
* Uint8\_t vs char
* C99
* Standard .c, .h, and function headers
* Doxygen?
* // DEBUG START, // DEBUG END, // QUESTION, // TODO(@todo doxygen)
* Comment preprocessors on their own line
* Come up with naming convention
* Include all headers that are used in a source file
  + All headers should be included in the source file unless req uired in header
* \_t at the end of every typedef
* Prefix unsigned ints, enums, unions, structs. Look into unions.
* struct/enum typedefs during declaration
  + http://stackoverflow.com/questions/1675351/typedef-struct-vs-struct-definitions
* Braces Example

For (8 < 9)

{

}

* Line Length
  + 80 character soft limit 100 character hard limit not including comments for inline comments
* Function definition multi line example

Void cat(int motherfucker,

char fuckOff,

Char hello)