

# Midnight Blood

By Hivemind Studios

## Art Scale:

- Models will be exported from Maya in Metres using FBX file format
- 1 Unit in Unity is 1 Metre

## Art Naming Convention

Group dash theme dash object dash version

- ie houses-roofs-thatch-2

## Script Naming Convention

UpperCase for each word. Don't begin with a number.

- ie GameManager.cs

## Programming Conventions

- camelCase Functions()
- UpperCase Variables
- No dashes etc

## References

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### Ramen Unity Style Guide:

- <https://github.com/stillwwater/UnityStyleGuide>

### Maria Sifnioti for Gamasutra:

- Setting Asset Quality  
[https://www.gamasutra.com/blogs/MariaSifnioti/20120111/90883/Managing\\_Assets\\_Part\\_1\\_Setting\\_Asset\\_Quality.php](https://www.gamasutra.com/blogs/MariaSifnioti/20120111/90883/Managing_Assets_Part_1_Setting_Asset_Quality.php)
- 
- Setting Naming Conventions  
[https://www.gamasutra.com/blogs/MariaSifnioti/20120125/90957/Managing\\_Assets\\_Part\\_2\\_Setting\\_Naming\\_Conventions.php](https://www.gamasutra.com/blogs/MariaSifnioti/20120125/90957/Managing_Assets_Part_2_Setting_Naming_Conventions.php)