

Blind Faith

REPOSITORY POLICY & DEV BEST PRACTICES

Hello there team. I hope this doc is clear enough in explaining how I hope the repository and development is going to be carried out. First of all, here's the workflow to follow during the development of your tasks:

1. Open up a new branch from the dev branch, using the following naming convention:

`yourname/taskType/taskDescription`

Here's a couple of examples:

`giorgio/bug/fixOopsie`

`rafal/feature/characterMovement`

2. Work on the task, following the practices on page 2 as much as possible.
3. When you're done with the task, open a pull request to merge your branch into dev.
4. We have the luck of being 3 devs, so the 2 that did not work on the task can review the code for feedbacks and most importantly to have a clear idea of what is going on in the different systems and parts of the project.

Blind Faith

REPOSITORY POLICY & DEV BEST PRACTICES

When you start working on a new task, you should checkout your git to your newly created branch.

Please, remember to start your new branches from the dev branch.

The first thing you should do is open up a scene with the same name of your branch `taskDescription`.

Use prefabs as much as possible. Everything should be encapsulated and prefabs should not require external references that they cannot autonomously fetch. For example, the "Player" prefab should not require a reference to the "Lantern" prefab. It should be able to find it by itself, using methods such as

```
FindObjectOfType();
```

Following these conditions should minimize conflicts and friction, and let us develop functional components that work well with each other. Please, feel free to contact me if anything is not clear.

I'm completely in love with this project and can't wait to work on it!

Remember: you're not supposed to push code into either the master branch or the dev branch. This ensures we have a clean project history and a safe development process.

Lets fuc*ing do this!
Giò.