

ALDIN CODE RULES



- Use standard **CamelCasing**
- Place "_" in front of every **member variable**
- **Public** functions and variables start with an **uppercase letter**
- Place "_REF" in front of **public** variables that **reference other objects/scripts** in scenes
- Place "_CONST" in front of **magic number / constant** variables
- **Private** methods and variables start with a **lowercase letter**
- For **public debugging** of variables, that should be private, use "[SerializeField]"
- All variables and methods have **descriptive names**
- **Comments** are placed on the **side of each member variable**
- **Comments** are placed inside each method describing functionality
- **All brackets** are placed in a **separate line**
- **Public** methods are placed at the top of the code, **after** member and constructor declarations
- **Private** methods are placed after **public** methods of the code (depending on section)
- **Local methods (parameter) variables** start with "a" or "an" with the second part of the name describing the type of input.
- Large code files contain **sections** for each part required. (with a line of "- - -" to indicate a new section and divided into "member variables", "methods", etc.)
- Every class file should contain a **header text from Aldin**

Example

```
/* -----  
Title           : -  
Description      : -  
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----- */  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class #SCRIPTNAME# : MonoBehaviour  
{  
  
    // STATIC MEMBERS -----  
  
    // PUBLIC MEMBERS -----  
  
    // PRIVATE MEMBERS -----  
  
    // CONSTANTS -----  
  
    // UNITY FUNCTIONS -----  
  
    void Start ()  
    {  
    }  
  
    void Update ()  
    {  
    }  
  
    // PUBLIC FUNCTIONS -----  
  
    // PRIVATE FUNCTIONS -----  
  
}
```