

# Project Style Document

## Introduction

*This is a document that serves the purpose of informing you of the Author's Project Naming Style, it is not created to be used as a singular piece of guidance, contact the Author if you have any questions.*

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# Folder Structure

Assets ->

- Scenes
- Resources ->
  - Audio ->
    - SFX
    - Music
  - Prefabs *In-Game Prefabs*
  - Materials *General purpose Materials*
  - Textures *General purpose Textures*
  - Models *Models and their Textures*
  - Shaders *General purpose Textures*
  - UI ->
    - Fonts
    - Textures
    - XMLU Documents
    - Style sheets
- Scripts *In-Game Scripts, grouped in sub-folders*
- Editor *Editor and non build related Items*
- Presets *All types of Presets*
- Settings *Light, sound & Render related items*
- Tools *External assets and other tools, etc.*

# File Naming Conventions

Textures	"T_" Prefix	T_MyTex
Materials	"M_" Prefix	M_MyMater
Physics Materials	"PM_" Prefix	PM_MyMateria
Shaders	"SH_" Prefix	SH_MyShader
XMLU Documents	"XMLU " Prefix	XMLU_MyXMLU
SFX	"sfx_" Prefix	sfx_MySound
VFX	"vfx_" Prefix	vfx_MyVFX
Post FX Volumes	"PFX_" Prefix	PFX_MyVolume

**Textures** are also followed with a suffix of their type, Normal maps, Albedo Textures and so on with a shortened acronym.

**Shaders** can also be followed by a suffix acronym of their color blending mode.

Any file type not listed here is assumed to use a PascalCase with no suffix or prefix added.

# C# Naming Convention

## Scope Conventions

Class scoped non static fields	"m_" Prefix
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Class scoped static fields	no Prefix
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Function block scoped fields	camelCase
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## Accessor Conventions

Public	PascalCase
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Private	camelCase
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## Special Conventions

Constant fields	SCREAMING_SNAKE_CASE
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Enums	"E" Prefix   name in plural
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Enum instances	"E" Prefix   name in singular
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Functions	PascalCase
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Coroutines	"CO" Prefix
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Parameters	"_" Prefix
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Properties	PascalCase
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**Scope Conventions** must always be followed, any other prefixes come after those.

**You** must always state the accessor before a field, function or similar.