

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

Class scoped static fields no Prefix

Function block scoped fields camelCase

Accessor Conventions

Public PascalCase

Private camelCase

Special Conventions

Constant fields SCREAMING_SNAKE_CASE

Enums "E" Prefix | name in plural

Enum instances "E" Prefix | name in singular

Functions PascalCase

Coroutines "CO" Prefix

Parameters _ Prefix

Properties PascalCase

Scope Conventions must always be followed, any other prefixes come after those.

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