

Naming Patterns and Rules

The project contains 8 scripts which contain:

Game, Game1, Game2, Blocks, Blocks1, Blocks2, login, Menu

Naming Patterns - Game, Game1, Game2, Blocks, Blocks1, Blocks2, login:

1. Code for easy mode written in Game, Blocks
2. Code for normal mode written in Game1, Blocks1
3. Code for hard mode written in Game2, Blocks2
4. Duplicate variables exist in Game, Game1, Game2, Blocks, Blocks1, Blocks2 should be named with the same pattern.

Game, Blocks - variable and functions name keep same.

Game1, Blocks1 - Add 1 to each variable and function name.

Game2, Blocks2 - Add 2 to each variable and function name.

5. Initialize all variables on the top of the public script class.
6. Variables and function names should be named by short description of their functions. Each word in the description should be separated by an underline symbol “_”.
7. If similar variable and function names exist, switch orders of word to avoid similarity.
8. If the variable and function name is short (2-3 words) and clear to read, there is no need to be separated by the underline symbol.
9. No restrictions an local variables used by local functions.

Menu script does not have naming pattern restrictions. It should only contain methods for jumping page.