Pseudo Random Studios

Coding Standards

1. We try to use encapsulation techniques by making most variables of our classes private and only accessing them through getter and setter methods from that class
2. We organize all our files in groups like:
   1. Source (scripts)
   2. Prefabs
   3. Scenes
   4. Tests

Then we have folders within those that are just each of our names to keep all of our files even more organized within each group.

1. We all seem to use the method of putting brackets on a new line like:

If (condition)   
{  
 // do something  
}