Naming Conventions

1. Classes

* Classes always begin with an upper-case letter (e.g., Manager).

1. Functions

* Functions use lower case (e.g., distance()).
* Functions with more then one word (e.g., is\_started()).

1. Variables

* Functions use lower case (e.g., length).
* Functions with more then one word (e.g., square\_length).

1. Files

* Files always begin with an upper-case letter (e.g., Main.cpp).
* Files with more than one word (e.g., Shader\_Object.cpp).

GitHub tips and rules to remember:

1. Pull before pushing anything to avoid conflicts.
2. Create your own branch to perform your code separate from the MAIN branch.
3. Merge MAIN branch regularly into your branch to avoid having to deal with a lot of conflicts upon merging your branch into MAIN branch.
4. Be mindful of pushing any code to MAIN branch, you should inform teammates prior to pushing.