Coding Conventions – Sandstorm Games

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# About

This document outlines the c# coding conventions for Sandstorm Games

# Naming

## Classes & Structs

* All classes and structs should use PascalCase
* Eg. MyClass, MyStruct

## Methods

* All methods should use PascalCase
* Eg. MyFunction()

## Variables

* All variables should use camelCase
  + Eg. myVariable
* Private variables should be prefixed with an underscore
  + Eg. \_myPrivateVariable
* Constants should be in ALL\_CAPS separated by underscores
  + Eg. MY\_CONSTANT