

# EGaDS! Open Project

## Contribution Guidelines

### Important Links:

[Discord](#) | [Trello](#) | [Github](#) | [Project Conventions](#) | [Game Design Document](#)

## WHAT TO CONTRIBUTE

All of the art, game mechanics, bugs, music, and all other assets that we need for the game are listed on [the project's trello board](#). This is the place to look at when deciding on what to work on. However, this list is not finalized. If you wish to learn more about how to work on items not listed on the trello board check out the [Community Suggestions](#) section.

Regardless of your skill level, do not feel intimidated by any of the tasks! This project is a great way to learn more about game development and a great avenue to develop new skills. Any contribution, no matter how small, will greatly benefit the final game, so do not be scared of undertaking something new and feel free to ask for help in our discord!

You also do not have to contribute to the project directly. Under any task on the trello, feel free to add any comments with suggestions for implementations or any ideas that you might have. You can also reply to other people's comments with additional ideas or suggestions. Suggestions for implementations and other ideas can also be discussed in the various text channels found in the project's [discord server](#). Communication is a key part of any project, so join in on the existing conversations or kick off your own!

## Claiming Tasks

As mentioned above, the place to look at when deciding on what to work on is the [project's trello board](#). However, you can **not** just pick a task and start working on it. We want to prevent multiple people working on the same task. In order to work on a task you must first claim it and then be given permission to work on it.

The tasks on the trello board will be labeled with the following labels:

- Completed - the task is complete and therefore can not be claimed.
- For Administrators - a task which only administrators can claim.
- Claimed - the task has already been claimed by a contributor.
  - Suggestions can still be made in the comments of a claimed task.
- Open To Anyone - anyone interested may claim this task.

To claim a task, create a comment on the trello card related to the task that you would like to work on. In the comment be sure to include:

- The words "I would like to claim this task" at the start of the comment
- (for code) A description of your suggested solution. If the solution that you wish to implement was thought of or influenced by another person, be it either in the discord or in another trello comment, please give that person credit in this comment.
- Your discord username (Ex: username#1234) so that we may private message you if you are given permission to work on the task.

Once a task is claimed, we will message the contributor on discord telling them that they may start working on the task and the trello card will be tagged as "Claimed."

Once you have claimed a task, go ahead and start working on it!

## What is Not Allowed

- **Do not** update the Unity version.
- **Do not** add any new packages to the project.
- **Do not** update any of the packages in the project.
- **Do not** include testing scenes, testing scripts, or any other testing asset in your commits. (You may create them to facilitate your work, but exclude them in your pushes)
- **Do not** include any profanity, obscene content, or offensive material.
- **Do not** use any content that you did not create yourself (This includes free assets online and royalty-free music and audio).
- **Do not** create a pull request for any purpose other than contributing to the project (This includes for testing reasons).

There can always be exemptions to the rules. If you think you need to break one of them in order to contribute to the project, bring it up to the organizers through an [issue on github](#) with an explanation on why you think you need to break a rule. (Ex: add a new package, update a package, etc.)

## Community Suggestions

The [project's trello board](#) is **not** finalized. We at EGaDS! want this project to be heavily driven by the community, and as such we encourage suggestions for anything related to the game. Please direct any suggestions, such as game mechanics, art assets, game structure, and anything else you think should be a part of the game, to the [issues board on github](#).

We will review your suggestions there and then add them to the trello if we deem that they will fit well with the game and within the game's scope.

## Rejected Contributions

There is a possibility that a contribution to the project will be rejected. We have the project as a whole in mind and we want to ensure that everything we add will ensure a coherent and complete game. We also want to ensure that all changes fit within the project's scope and will not hinder production.

If we have to reject a contribution, we will explain our reasoning in the pull request comments.

# HOW TO CONTRIBUTE

To contribute to this project, you will need:

- [Github](#) account
- [Unity version 2021.3.4f1](#)

For both artists and programmers, you will have to be familiar with git and its workflow. If you are new to git, then we would recommend the use of [Github Desktop](#). This application greatly facilitates the whole git experience and is great for beginners. Please check out [this link](#) in order to learn more about how to use Github Desktop.

## Typical Workflow

As a general overview, you will be forking the main [EGaDS! Open Project repository](#) and then cloning that fork locally. You will push your changes to your fork and then you will open a pull request when you are ready to merge your changes into the main repository.

Here is the step-by-step process:

### 1. Fork repository on Github

In order to prevent people from making changes directly to the main project, we require contributors to fork the main repository. A fork allows you to have your own copy of the repository. This means that you have full reign over anything in your copy and you are responsible for keeping it up to date with the main repository by pulling changes every now and then (especially right before you are about to start working on something).

You can also add your friends to your fork if you want to work together. You just have to give their account access to your fork.

Here are some helpful links:

- [More info on Forks](#)
- [How to fork a repository](#)

## **2. Clone forked repository onto your computer**

Cloning the project will allow you to have all of the project files on your computer. This is how you will make changes to the project.

Here are some helpful links:

- [How to clone a repo](#) (using github desktop)
- [How to clone a repo](#) (using git)

## **3. Go to trello and claim a task you want to undertake**

As mentioned in the "[What to contribute](#)" section of this document, you should check out the [project's trello board](#) in order to find tasks that you are interested in working on. Make sure you [claim a task](#) before starting to work on it.

## **4. Make your changes on your fork**

You may now start making changes to the project! You may edit code, add art assets, songs, etc. Feel free to ask for help in the Discord if you feel you need it!

As you make your changes, make sure to stick to the [project's conventions](#) so that the project may remain cohesive and organized.

Tips:

- Pull frequently - allows your local project to stay up to date with the latest changes in the main repository
- Commit local changes frequently - A good habit similar to saving your work. Allows you to revert changes if things go south.

Useful links:

- [Pulling to your local branch](#) (Github Desktop)
- [Committing your changes](#) (Github Desktop)

## 5. Open a pull request

Once you are happy with your changes, it's time to bring your changes into the main repository! To do this you will have to create a pull request from your fork. Please answer the suggested questions in the pull request template when submitting your pull request.

Useful Links:

- [Creating pull requests from a fork](#)

## 6. Wait for feedback from EGaDS

We will then take a look at your changes and ensure that everything is ok. If everything is good, then we will accept your pull request and merge it into the main repository, and if not, we will send back comments on what needs to be changed before a merge can occur.

We will be monitoring the repository frequently, however, pull requests may take a few days to be processed. If we haven't acted after a week and you think your pull request has been forgotten, please contact any of the officers in the help channels on Discord and inform us of the lost pull request.

Now, if you're still interested in contributing more to the project, go back to step 3 and repeat!

## REPORTING BUGS

In all games, bugs are bound to appear and we would really appreciate your help in finding them! Finding and reporting bugs is as important as pushing features, so don't feel as though you should focus exclusively on implementing new features. If you find a bug, you can report it as an [issue](#) on the github repository.

We will investigate the bug and, if we deem it necessary, we will add it to the trello for contributors to work toward fixing it.