My first pull request

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Teaser

- Additional models for spaaace

- We will support you after the presentation

Agenda

- Install git

- Register at Github

- Get ready for Hacktoberfest

- Fork the project

- Add your changes

- Create the pull request

Install git

Windows:

https://gitforwindows.org/

Debian based Linux:

sudo apt-get install git

Mac (Homebrew):

brew install git
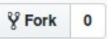
Register at Github

https://github.com/join

Care that the username is case sensitive

Get ready for Hacktoberfest

Use your Github account to register for Hacktoberfest:

https://hacktoberfest.digitalocean.com/

Fork the project

Follow the link to the project and create a fork with the button in the top right:

https://github.com/HacktoberfestMunich/spaaace

Clone the project

New shell or git-bash:

git clone https://github.com/**<YourGitUserName>**/spaaace.git

Change into the repository

cd spaaace

Create a new branch

git checkout -b new_model

Pick a model

Pick a model from:

https://www.iconfinder.com/search/?price=free&license=gte__2

It has to be free and with a license that does not require a link back.

Add the model

Copy the model file to the project:

dist/assets/ship3.png

Add the new asset in the code:

Add line 16 in src/client/SpaaaceRenderer.js:

```
        ship1: 'assets/ship1.png',
        ship2: 'assets/ship2.png',
+       ship3: 'assets/ship3.png',
        missile: 'assets/shot.png',
        bg1: 'assets/space3.png',
        bg2: 'assets/space2.png',
```

Commit and push the changes

Copy the model file to the project:

git add dist/assets/ship3.png
git commit -a -m "Add my ship model"

Push the changes:

git push --set-upstream origin new_model

Create the pull request

Have a look at you spaaace fork

https://github.com/**<YourGitUserName>**/spaaace

Click on the Compare & PR button in the middle and enter a description.

Check your progress after we merged your contribution at:

https://hacktoberfest.digitalocean.com/

Jitsy?