Contributing to the Atomic Game Engine

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Please see this documentation on Atomic Build milestones, code style guides, branch naming conventions, and other developer information:

https://github.com/AtomicGameEngine/AtomicGameEngine/wiki/Atomic-Developers

Contribution Copyrights and Licensing

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Atomic Game Engine contributors retain the copyright to their contribution and agree to irrevocably license the contribution under the Atomic Game Engine Contribution License `CONTRIBUTION\_LICENSE.md` (MIT)

To make a code contribution to the Atomic Game Engine

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\* Fork the Atomic Game Engine Github repository and make your changes. Use a well named topic branch for the changes, preferably with uppercase and dashes, use your initials at the beginning of the branch name e.g. `JME-EDITOR-FIXES`. Fork off the `master` branch. Avoid forking from repository work branches as they may get rebased.

\* Test your changes as thoroughly as possible.

\* Please follow the code style for the language you are working in and try to match the general structure of Atomic code. Check that your diff looks as clean and minimal as possible.

\* Add yourself to the end of the "Contributors" list in `AUTHORS.md` if you're not already on the list. `By doing this you confirm that`:

- \*\*You own the rights to the contribution\*\*, or have the legal right to

license the contribution under the Atomic Game Engine Contribution License `CONTRIBUTION\_LICENSE.md` on behalf of the copyright owner(s).

- You, or the copyright owner(s), agree to \*\*irrevocably license the contribution\*\* under the Atomic Game Engine Contribution License `CONTRIBUTION\_LICENSE.md`

- Please include a link to your GitHub profile to allow your contribution to be identified accurately.

\* Create a pull request in Github. For now, the "base branch" should be

"master", i.e. the pull requests are merged directly to the master branch.

In the description:

- Summarize the change and the motivation for the change.

To report bugs or request features

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Use GitHub issues to report bugs or request features:

\* Please include a compilation or execution log to help diagnosis.