# Contributing to Thrive

This is a guide for contributing to Thrive.

\_\_Note: if you have an idea, share it on our [community

forums](https://community.revolutionarygamesstudio.com/)!\_\_ and don't

create an issue about it.

## Github Issues

Issues on our Github are not meant for general feedback. We only

accept bug reports about something not working. Team members after

consulting other team members are allowed to create issues about new

or improved features. If someone else creates such an issue, that

wasn't planned, it will be closed.

## Pull requests

First select an issue to work on. We have some issues tagged as good

first issue. You can also check the issues tagged as easy to find

something to start with. If you don't know how some issue should be

implemented feel free to ask on the issue.

Then follow the the standard fork workflow:

https://gist.github.com/Chaser324/ce0505fbed06b947d962 to do the

required changes to fix the issue. You should check the documentation

in the "doc" folder as well as check Godot's

[documentation](https://docs.godotengine.org/en/stable/). Note that

you should check the [setup instructions](doc/setup\_instructions.md)

for which version of Godot you need, as well as the version of the

Godot documentation you should read.

Please follow our [styleguide](doc/style\_guide.md) when making your

changes to Thrive.

Once your changes are complete, then open a pull request to this repo

and someone from the team will review your pull request. Note that

currently it is not possible commit changes to Git LFS if you are not

a team member, so you need to ask someone from the team for help if

your PR includes changes to assets.

If you want to contribute a non-planned feature, then you must add

code to disable your changes. Note: currently we don't have an options

menu that could be used to enable inbuilt mods, so this is a bit

difficult at the time of writing.

## Getting help

If you have a question about an issue on how it should be solved,

please post your question on the issue itself.

If you need more general help check this category on our forums:

https://community.revolutionarygamesstudio.com/c/dev-help

## Joining the team

If you want to join the Revolutionary Games team, see this page:

https://revolutionarygamesstudio.com/get-involved/

You can join the team by making a non-trivial pull request that gets

accepted. Team members will be given write access to this repo once

they have done one accepted pull request.