# Contributing

## If you are interested in contributing, here are some ground rules:

As the projects matures this will change, but currently it is like this:

\* We are not ready to take new features or bigger changes so don't make big PRs yet. Bring up your thoughts in the forum.

\* We are happy to get fixes to bugs and improvements to the out-of-box experience of the project.

## All contributions are subject to the [Unity Contribution Agreement(UCA)](https://unity3d.com/legal/licenses/Unity\_Contribution\_Agreement)

By making a pull request, you are confirming agreement to the terms and conditions of the UCA, including that your Contributions are your original creation and that you have complete right and authority to make your Contributions.

## Once you have a change ready following these ground rules. Simply make a pull request