# Contributing to Unity Library

:+1::tada: First off, thanks for taking the time to contribute! :tada::+1:

## Table of Contents

[How Can I Contribute?](#how-can-i-contribute)

- [Reporting Bugs](#reporting-bugs)

- [Adding Content to Wiki](#adding-content-to-wiki)

- [Adding Content to Library](#adding-content-to-library)

- [Making Pull Requests](#making-pull-requests)

## How Can I Contribute?

### Reporting Bugs

You can test the existing utitlties and report us the bugs/improvements/ideas.

Always add a meaningful title to your issue.

### Adding Content to Wiki

You add tutorials and usage guideline for your content or existing content at [Wiki](https://github.com/UnityCommunity/UnityLibrary/wiki)

Always add a good and meaningful title and content.

### Adding Content to Library

You can add your own content and utilities to the library by [making pull requests](https://github.com/UnityCommunity/UnityLibrary/pulls).

Always check the library to make sure you aren't adding a duplicate.

Always test your utitlity to make sure it works as expected and is error free.

Also you can make a new folder in the relevant category for your utility and include a README.md file for that to provide documentation and usage guideline.

New Category suggestion is welcome.

### Making Pull Requests

You can submit your [Pull Requests](https://github.com/UnityCommunity/UnityLibrary/pulls) to us and we will merge them when they are ready.

Always add a meaningful pull request title.