# Contributing to DarkForest Go engine

We want to make contributing to this project as easy and transparent as possible.

We also welcome any fork attempt from this project.

## Our Development Process

DarkForest Go engine has been developed mainly by Yuandong Tian and Yan Zhu from Facebook AI Research since May 2015.

Since it opens to the public, its future development will be conducted in this open source branch.

## Bug reports

Please follow the steps when you find a bug:

1. use the Github issue search to check if the issue has been addressed before.

2. Make sure if the issue has been fixed by synchronizing the most recent branch in the repository.

3. Write a simple and easy-to-understand test case that reveals the issue. We use github issues to track public bugs. please ensure your description is clear and has sufficient instructions to be able to reproduce the issue.

## Pull Requests

We actively welcome your pull requests.

1. Fork the repo and create your branch from `master`.

2. If you've added code that should be tested, add tests.

3. If you've changed APIs, update the documentation.

4. Ensure the test suite passes.

5. Make sure your code lints.

6. If you haven't already, complete the Contributor License Agreement ("CLA").

## Contributor License Agreement ("CLA")

In order to accept your pull request, we need you to submit a CLA. You only need

to do this once to work on any of Facebook's open source projects.

Complete your CLA here: <https://code.facebook.com/cla>

## Coding Style

\* 2 spaces for indentation rather than tabs

\* 80 character line length

## License

By contributing to DarkForest Go engine, you agree that your contributions will be licensed under its BSD license.