# How to contribute to Rockstar

> "Rockstar was never intended to be more than a joke - a parody spec that I threw together in a couple

of hours in a bar one evening. The amount of interest and enthusiasm that this project has generated

has been astonishing, and wonderful, but – perhaps inevitably – there are a LOT of things in the initial Rockstar spec that

made perfect sense when it was a joke spec but have proved incredibly difficult to actually implement.

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> "Over the last six months, the entire Rockstar project has been through a sort of massive red/green/refactor cycle -

> creating tests to validate core language features, building implementations that pass those tests, and then looking

> at ways to clean up and harmonise those implementations.

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> Thanks to the ongoing efforts of Rockstar developers around the world, we've ironed out most of the contradictions,

> resolved dozens of ambiguities and gotchas in the original spec, and come up with something that's probably good

> enough to call a 'release candidate'. But I have a funny feeling like this is still only the beginning. :)

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> &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;- @dylanbeattie, January 2019

## Ways you can contribute

First, make sure you've read the [code of conduct](CODE\_OF\_CONDUCT.md). TL;DR: be excellent to each other. Be calm, be

kind, help make Rockstar a community where new faces feel welcome and old hands feel appreciated.

\* Report a bug. If you've found something that doesn't work, let us know.

\* Suggest a new feature.

\* Write a great Rockstar program we can add to our examples

\* Create your own implementation of Rockstar

### Reporting bugs

If you've found a bug in the specification or in the Satriani implementation, let us know about it.

\* Search the [Issues](https://github.com/rockstarlang/rockstar/issues) to check we're not already tracking it.

\* If you can't find an open issue that describes your problem, [open a new one](https://github.com/RockstarLang/rockstar/issues/new).

\* Include a \*\*title and clear description\*\*

\* Describe:

\* What you did (ideally with a code sample)

\* What you expected to happen

\* What actually happened, including any error messages or program output.

### Fixing Bugs

If you've fixed an open bug - awesome! You're a true Rockstar developer.

\* Open a new GitHub pull request with your patch. Pull requests should include:

\* The fix itself

\* One or more test cases in the form of `.rock` programs demonstrating the bug, that

should FAIL on an unpatched implementation and PASS with your patch in place.

\* Updates to any associated documentation or examples

### Contributing Features

If you've got a great idea for a Rockstar language feature, start by checking

[issues](https://github.com/rockstarlang/rockstar/issues) to check we're not already tracking it, or that your idea

hasn't already been rejected.

If not, start by [opening an issue](https://github.com/RockstarLang/rockstar/issues/new) that describes your idea. If

you want to chat to some of the core team about it first, hop onto the

[Rockstar Developers channel on Discord](https://discordapp.com/invite/xsQK7UU) and tell us what you're thinking.

Remember, a good Rockstar feature is one that extends the capabilities of the language \*and\* allows developers the

kind of lyrical creativity that makes for great Rockstar programs.