### Contributing Guidelines

Make sure you have setup your environment based on the [Developer Guide](DEVELOPER\_GUIDE.md) in this repo. The goal is to allow contributions to this project by anyone, and that all code requirements are automated. Here are the guidelines we adhere to as a team.

### Development Guidelines

\* \*\*Always ask before creating a PR.\*\* To avoid duplication efforts, its better to discuss it with us first or create an issue.

\* \*\*All code must be reviewed via a pull request.\*\* Before anything can be merged, it must be reviewed by at least 2 others.

\* \*\* Use git flow processes.\*\* Start a feature, release, or hotfix branch, and you should never commit and push directly to `master` or `develop`.

\* \*\*Squash commits into a single commit for your PR.\*\* We want to keep a clean git history.

\* \*\*Code should adhere to lint and codestyle tests.\*\* While you can commit code that doesn't validate but still works, it is encouraged to validate your code. It saves other's headaches down the road.

\* \*\*Code must pass existing tests when submitting a pull request.\*\* If your code breaks a test, it needs to be updated to pass the tests before merging.

\* \*\*New code should come with proper tests.\*\* Your code should come with proper test coverage, ideally 95+%, minimum 80%, before it can be merged.

\* \*\*Bug fixes must come with a test.\*\* Any bug fixes should come with an appropriate test to verify the bug is fixed, and does not return.

\* \*\*Code structure should be maintained.\*\* The structure of the repo and files has been carefully crafted, and any deviations from that should be only done when agreed upon by the entire team.

### Design Guidelines

\* \*\*Follow the Material Design spec.\*\* All features should be designed to conform with the Material Design spec, and deviations can only be done with team consent.

\* \*\*Limit custom CSS as much as possible.\*\* Ideally, any custom CSS is stored with each individual component and limited to only what is absolutely necessary.