## How to contribute to Colyseus

#### \*\*Did you find a bug?\*\*

\* \*\*Do not open up a GitHub issue if the bug is a security vulnerability in Colyseus\*\*, and instead send us an email at [endel@gamestd.io](mailto:endel@gamestd.io).

\* \*\*Ensure the bug was not already reported\*\* by searching on GitHub under [Issues](https://github.com/gamestdio/colyseus/issues).

\* If you're unable to find an open issue addressing the problem, [open a new one](https://github.com/gamestdio/colyseus/issues/new). Be sure to include a \*\*title and clear description\*\*, as much relevant information as possible, and a \*\*code sample\*\* or an \*\*executable test case\*\* demonstrating the expected behavior that is not occurring.

#### \*\*Did you write a patch that fixes a bug?\*\*

\* Open a new GitHub pull request with the patch.

\* Ensure the PR description clearly describes the problem and solution. Include the relevant issue number if applicable.

\* Before submitting, make sure the tests are still passing, by running `npm test`.

#### \*\*Did you fix whitespace, format code, or make a purely cosmetic patch?\*\*

Changes that are cosmetic in nature and do not add anything substantial to the stability, functionality, or testability of Colyseus will generally not be accepted.

#### \*\*Do you have questions about the source code?\*\*

\* Ask any question about how to use Colyseus on our [Discord Server](https://discord.gg/RY8rRS7).