# How to Contribute

Please use the [issue tracker](https://github.com/google-ar/arcore-unity-sdk/issues)

to report any bugs or request specific features.

We are happy to review your pull requests.

Follow these steps to contribute changes.

1. Sign our Contributor License Agreement (see below).

2. Submit a pull request on GitHub.

Here's how your pull request is processed.

3. We will review your changes and leave comments on the pull request.

4. If accepted, we will merge it into our internal repo and tag the pull request with the "fixed in an upcoming release" label.

5. After the new version is released, we will close the pull request.

6. Your change will appear in a future release.

## Contributor License Agreement

Contributions to this project must be accompanied by a Contributor License

Agreement (CLA). You (or your employer) retain the copyright to your

contribution; this simply gives us permission to use and redistribute your

contributions as part of the project. Head over to

<https://cla.developers.google.com/> to see your current agreements on file or

to sign a new one.

You generally only need to submit a CLA once, so if you've already submitted one

(even if it was for a different project), you probably don't need to do it

again.

## Community Guidelines

This project follows

[Google's Open Source Community Guidelines](https://opensource.google/conduct/).