## Contributing

First off, thank you for considering contributing to Monica. We need people like

you to make Monica the best tool it can be.

Before you do anything else, please read the [README.md](readme.md) of this project first.

This is where we highlight the vision and the strategy. Please make sure you

accept this vision before contributing to this project.

If you want to contribute to the translation / localization of Monica, please

head over to [Crowdin](https://crowdin.com/project/monicahq) where we manage our

localization files.

### 1. Where do I go from here?

If you've noticed a bug or have a question, [make an issue](https://github.com/monicahq/monica/issues/new),

we'll try to answer it as fast as possible.

### 2. Fork & create a branch

If this is something you think you can fix, then

[fork Monica](https://help.github.com/articles/fork-a-repo)

and create a branch with a descriptive name.

A good branch name would be (where issue #325 is the ticket you're working on):

```sh

git checkout -b 325-add-japanese-translations

```

### 3. Get the test suite running

Make sure you follow the [instructions](https://github.com/monicahq/monica/blob/master/docs/contribute/readme.md#testing-environment)

on how to setup the test suite.

### 4. Did you find a bug?

\* \*\*Ensure the bug was not already reported\*\* by searching on GitHub under

[Issues](https://github.com/monicahq/monica/issues).

\* If you're unable to find an open issue addressing the problem,

[open a new one](https://github.com/monicahq/monica/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.

### 5. Implement your fix or feature

\* At this point, you're ready to make your changes! Feel free to ask for help;

everyone is a beginner at first :smile\_cat:

\* Write a good commit message. To write good commit messages, please follow

[those recommendations](http://tbaggery.com/2008/04/19/a-note-about-git-commit-messages.html).

There are important to maintain an healthy commit logs.

\* If there are multiple commits in your pull request, these commits will be

squashed before merging. Please make sure, if that's the case, that your pull

request has a nice description explaining what it does.

\* It's okay to have work-in-progress pull requests. Add `[WIP]` in the title of

your pull request if that's the case, otherwise your pull request will be

considered in a state of being able to be merged as is.

\* If you wish to appear as a contributor, update the CONTRIBUTORS file and

add your name to it. Include this change in your pull request.

### 6. Wait for the code to be reviewed

It can take several days before we can review the code you've submitted. We

all have a lot of work to do and while we truly appreciate pull requests that

are submitted, we can't review them instantly. We'll do our best to review

them as fast as possible, but there are only 24 hours in a day and we can't

sometimes be as fast as we wish we were. Moreover, there are little chances that

the PR will be reviewed over the weekend, a time dedicated to spend time with

friends and families (those you manage with Monica anyway :-)).

Also, keep in mind that this project is still a side project. Maintainers of

this project are not paid to work on it. Everything they do, is done during

their time off of their "real" job, that means at night, on the weekend and

during holidays.

### 7. What can I contribute to?

Even the simplest change is appreciated. It can be a typo error, translating the

application in a new language, fix a bug. No change is too small.

\* If your contribution involves a change in the UI (even if it's very small),

please ping @djaiss in an issue \*before\* you start working on it, explaining

what you want to achieve, why and how. We want to maintain a high level of

visual quality in the software and we will dismiss all pull requests that change

the front end that have not been discussed before-hand.