New plugin checklist

- ☐ The plugin is a project under `modules\launcher\Plugins`
- ☐ Microsoft plugin project name pattern: `Microsoft.PowerToys.Run.Plugin.{PluginName}`
- ☐ Community plugin project name pattern: `Community.PowerToys.Run.Plugin.{PluginName}`
- ☐ [GlobalSuppressions.cs](#) and [StyleCop.json](#) have to be included in the plugin project so it follows PowerToys code guidelines
- ☐ The project file should import `Version.props` and specify `<Version>$(Version).0</Version>`
- ☐ Make sure `*.csproj` specify only x64 platform target
- ☐ The plugin has to contain a `plugin.json` file of the following format in its root folder

```
{
  "ID": string, // GUID string
  "ActionKeyword": string, // Direct activation phrase
  "IsGlobal": boolean,
  "Name": string, // Has to be unique, same as 'PluginName' in the project name pattern
  "Author": string,
  "Version": "1.0.0", // For future compatibility
  "Language": "csharp", // So far we support only csharp
  "Website": "https://aka.ms/powertoys",
  "ExecuteFileName": string, // Should be {Type}.PowerToys.Run.Plugin.{PluginName}.dll
  "IcoPathDark": string, // Path to dark theme icon. The path is relative to the root plugin folder
  "IcoPathLight": string // Path to light theme icon. The path is relative to the root plugin folder
}
```

- ☐ Do not use plugin name or PowerToys as prefixes for entities inside of the plugin project
- ☐ The plugin has to have Unit tests. Use MSTest framework
- ☐ Plugin's output code and assets have to be included in the installer [Product.wxs](#)
- ☐ Test the plugin with a local build. Build the installer, install, check that the plugin works as expected
- ☐ All plugin's binaries have to be included in the signed build [pipeline.user.windows.yml](#)
- ☐ The plugin target framework has to be .NET Core 3.1. All dependencies have to have .NET 5 version

Some localization steps can only be done after the first pass by the localization team to provide the localized resources. In the PR that adds a new plugin, reference a new issue to track the work for fully enabling localization for the new plugin.

- ☐ Add the resource folder to https://github.com/microsoft/PowerToys/blob/21247c0bb09a1bee3d14d6efa53d0c247f7236af/installer/PowerToysSetup/Product.wxs#L825
- ☐ Add the resource files under the section https://github.com/microsoft/PowerToys/blob/21247c0bb09a1bee3d14d6efa53d0c247f7236af/installer/PowerToysSetup/Product.wxs#L882