

Issue Triage

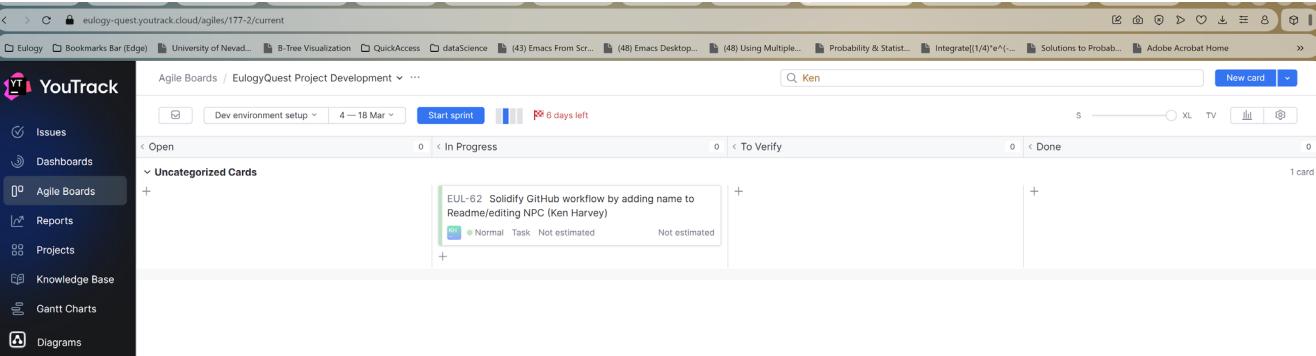
Get points for the work you're doing

Start with youtrack.

- What Issues are you working on?
- Are these code commits which should be cross-tracked in github?

The screenshot shows the YouTrack web interface for Agile Boards. The left sidebar has a dark theme with icons for Issues, Dashboards, Agile Boards (selected), Reports, Projects, Knowledge Base, Gantt Charts, and Diagrams. The main area shows an Agile board for the 'EulogyQuest Project Development' sprint, starting from March 4th. A search bar at the top right contains the name 'Ken'. The backlog is categorized under 'Uncategorized Cards' and includes a single card titled 'EUL-62 Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)'. The card details show it's assigned to 'KH', is a 'Normal' task, and has 'Not estimated' for both duration and effort. There are '+' buttons on either side of the card to add more items to the backlog.

I'm currently “in progress” on issue ‘EUL-62’



- I've updated the README.md file on our upstream git repo for the project.
- However, I still need to update an in-game NPC with a slight change to their dialogue.
- Then I need to test that change (all done locally) by making sure the quest change takes effect in-game.
- Because this results in a code-commit to the upstream repo (and is meaningful because this demonstrates our workflow facility), we should cross-track this with github issues.

So, I'll create the issue on github

- Double-click the youtrack card
- Copy the issue/card title (here, “Solidify Github...”)

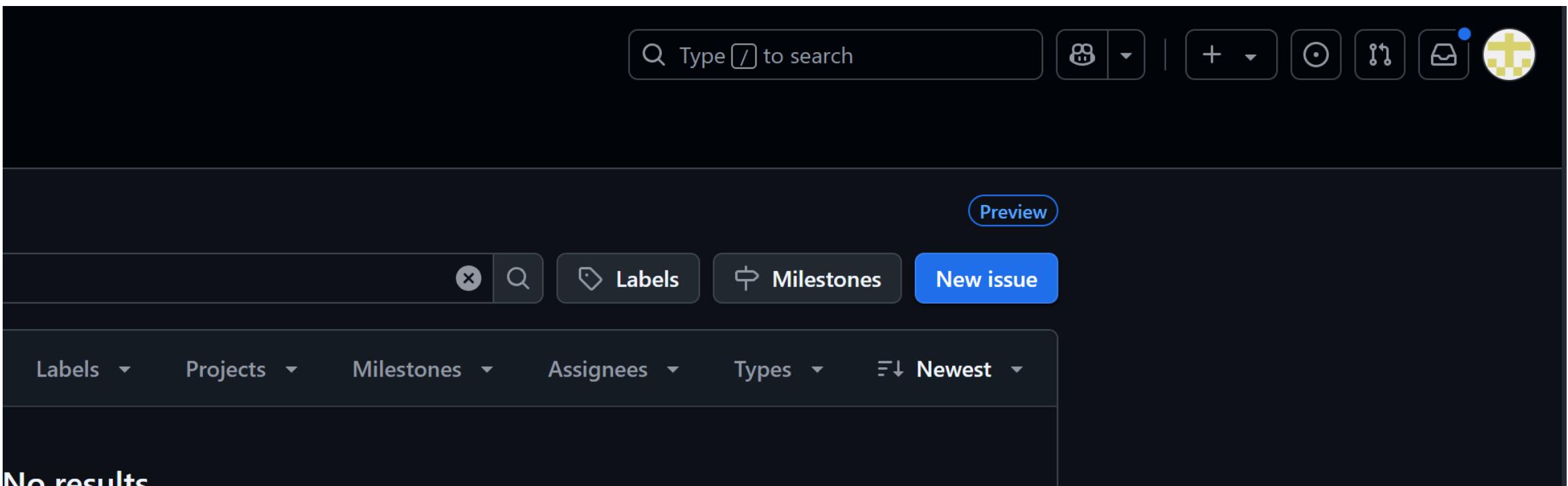
The screenshot shows a GitHub issue card for EUL-62. The card has the following details:

- Project:** EulogyQuest (EUL)
- Priority:** Normal (N)
- Type:** Task
- State:** In Progress
- Assignee:** Ken Harvey (KH)

The card content includes:

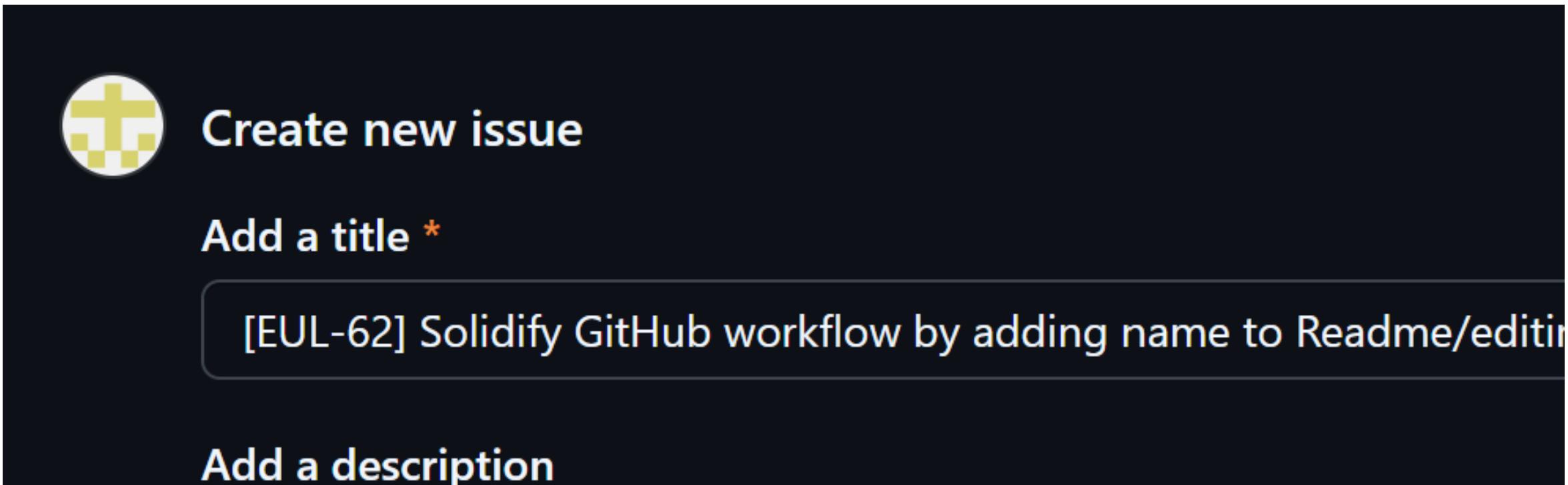
- Title:** Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)
- Description:** This issue doesn't have a description yet. To add one, click here.
- Links:** Add links
- Activity settings:** Activity settings
- Comment section:** Write a comment, @mention people

Click on “New issue”



Paste the issue title

- The issue title copied from youtrack
- Edit this title by prefixing the title with “[EUL-62]” before the pasted text
- Or start by placing the ‘[EUL-62]’ and paste after



The screenshot shows a dark-themed GitHub interface for creating a new issue. At the top left is a circular icon containing a yellow cross-like symbol on a white background. To its right, the text "Create new issue" is displayed in white. Below this, the "Add a title *" label is shown in white. A text input field contains the text "[EUL-62] Solidify GitHub workflow by adding name to Readme/editin". At the bottom, there is another "Add a description" label in white.

Copy the youtrack issue url

- Click the ‘Copy’ icon at the top-left
(here, after EUL-62)

EUL-62  Created by Richard Vargason about 21 hours ago

Update

Copy ID and summary to clipboard Shift+Alt+Ctrl+C

Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)

This issue doesn't have a description yet. To add one, click here.

Paste the youtrack URL (the ID-link and issue summary)

- Paste into the “Write” field

Create new issue

Add a title *

[EUL-62] Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)

Add a description

Write Preview

H B I | ↵ <> ↴ | ⌂ ⌂

[EUL-62](https://eulogy-quest.youtrack.cloud/issue/EUL-62) Solidify GitHub workflow by adding name to Readme/editing N

Assign yourself to the task

Click “Assign yourself”

A screenshot of a digital interface for assigning tasks. At the top, there is a large, dark rectangular area with rounded corners. Below this, on the left, is a light gray input field with a rounded bottom-right corner. On the right side of the main area, there are two sections: "Assignees" and "Labels".

Assignees: This section shows a circular profile picture with a yellow and green checkered pattern next to the text "kennethken73". To the right of this text is a small gear icon.

Labels: This section shows the text "No labels" in a light gray font. To the right of this text is a small gear icon.

At the very bottom left, there is a dark gray footer bar containing several white icons: a list icon, a person icon, a message icon, a back arrow, and a pencil icon.

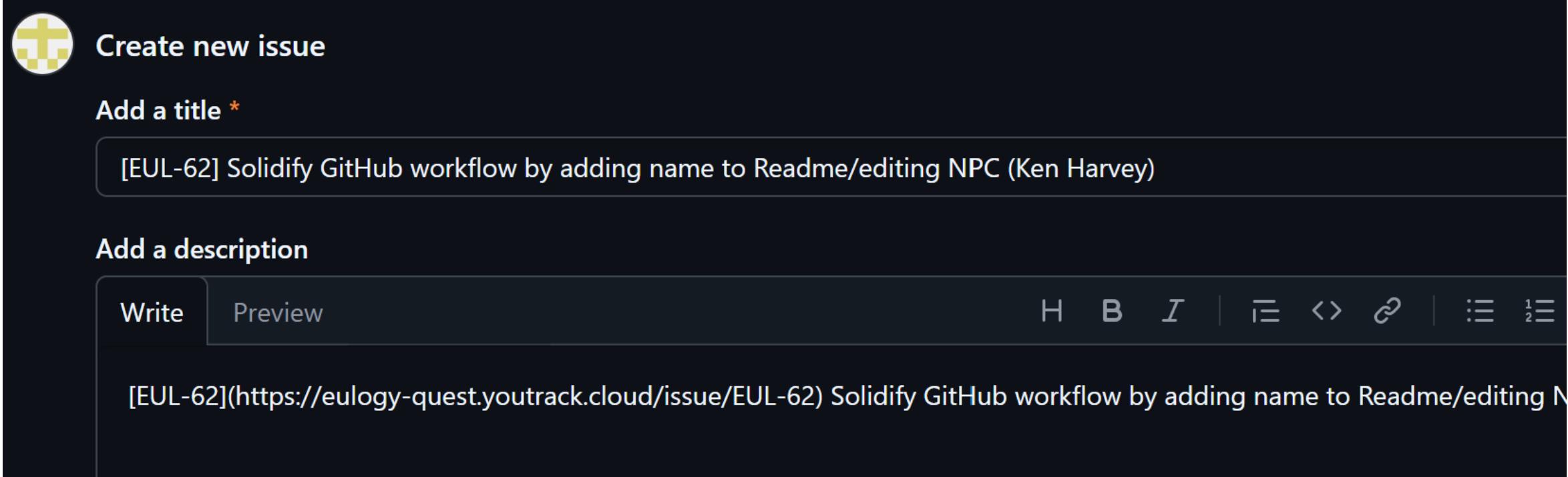
Preview the issue description

- *Click the “Preview” tab*
- *Github doesn’t support hyperlinks in issue titles*

The screenshot shows a dark-themed GitHub interface for creating a new issue. At the top, there's a placeholder icon with a checkmark and the text "Add a title *". Below it, the title field contains the text "[EUL-62] Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)". Underneath the title, there's a section labeled "Add a description". At the bottom of this section, there are two tabs: "Write" (which is selected) and "Preview". In the preview area, the same title text is displayed, but the link "[EUL-62] Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)" is underlined, indicating it is a hyperlink.

Alternatively:

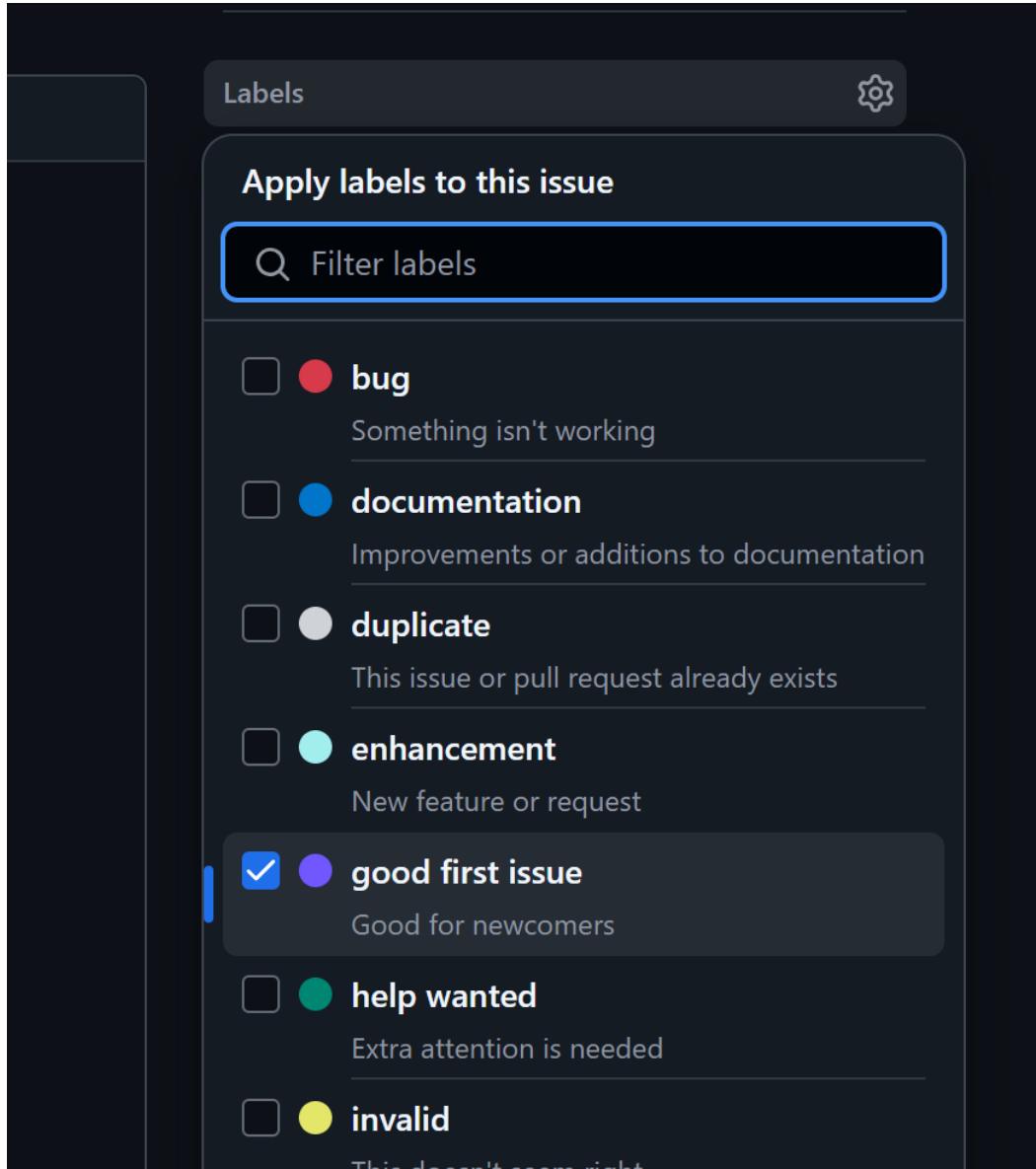
- Add the description youtrack link first in the “Write” field
- Then paste it in the title as well, but remove the parenthesized url, including also deleting the parenthesis
- [EUL-62](<https://eulogy-quest.youtrack.cloud/issue/EUL-62>) Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)



The screenshot shows the YouTrack 'Create new issue' interface. At the top left is a yellow circular icon with a cross and checkered pattern. To its right is the text 'Create new issue'. Below this is a section titled 'Add a title *' containing the text '[EUL-62] Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)'. Below the title is a section titled 'Add a description' with a rich text editor toolbar. The 'Write' tab is selected, showing the text '[EUL-62](<https://eulogy-quest.youtrack.cloud/issue/EUL-62>) Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)' in the editor area. The toolbar includes icons for bold, italic, underline, and other rich text options.

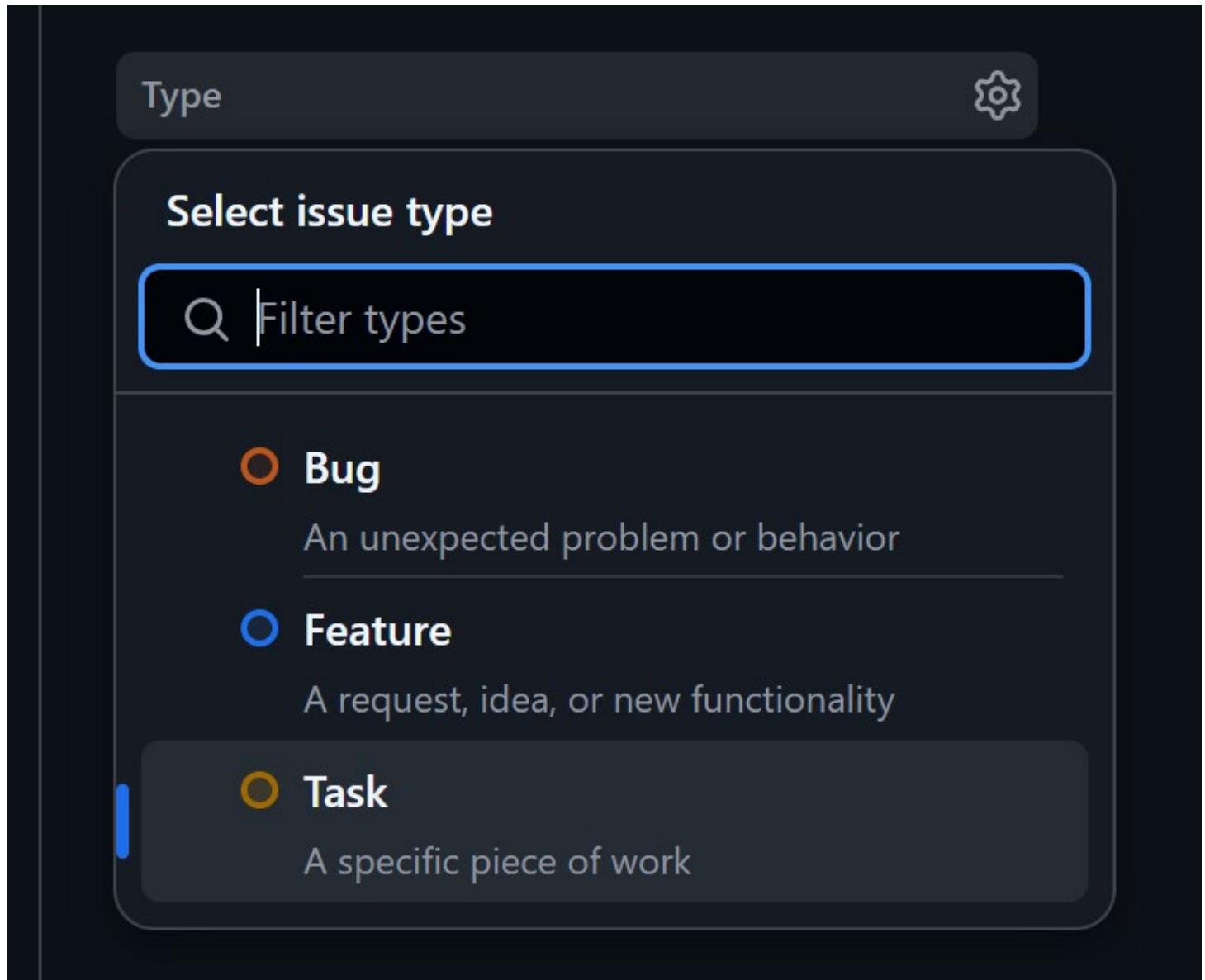
Definitely a “good first issue”

*Choose “good first issue”
for a label*



Choose “Task”

As the “issue type”



Milestones

Milestone

DP-2

Due by March 23, 2025



- Each issue can only be assigned one milestone
- Issues can be assigned multiple labels
- But these labels are reused. So, we don't want a list of labels a mile long listing each youtrack issue. We want labels to refer to named:sprints and/or named:features and/or named:bugfixes.
- Here, we'll simply add and assign the milestone:DP2

Milestones are back-dated a day, apparently

- Nonetheless, it is a very good idea to be prepared to submit such a document the day prior to its due-date.
- This is an excellent habit to start now

A screenshot of a digital workspace interface. At the top, there are two tabs: "Labels" and "Milestones", with "Milestones" being the active tab. Below the tabs, a summary shows "1 Open" and "0 Closed". A single milestone card is displayed, titled "DP-2". The card includes the following details: "Due by March 24, 2025" and "Last updated 1 minute ago". To the right of the card, performance metrics are shown: "0% complete", "1 open", and "0 closed". Below these metrics are three buttons: "Edit", "Close" (in blue), and "Delete" (in orange). The bottom of the card displays the text "Design Portfolio 2" and "Milestone".



Brief issue listing

A screenshot of a GitHub search results page. The search query in the top bar is "is:issue state:open". The results show one open issue:

- Open** 1 **Closed** 0
- [EUL-62] Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)** good first issue
- Task #5 · kennethken73 opened 6 minutes ago · DP-2

The interface includes standard GitHub filters for Author, Labels, Projects, Milestones, Assignees, Types, and sorting by Newest.

Full issue view

- Close by adding the magic text in the PR submission comment:
- “Closes #5”, in this case
- If this were a bugfix: “Fixes #5”, instead

[EUL-62] Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey) #5

[Edit](#) [New issue](#) [...](#)

[Open](#) [Task](#)

 kennethken73 opened 7 minutes ago

EUL-62 Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)

[Create sub-issue](#) [...](#)

 kennethken73 added [good first issue](#) 7 minutes ago

 kennethken73 self-assigned this 7 minutes ago

 kennethken73 added the [Task](#) issue type 7 minutes ago

 kennethken73 added this to the [DP-2](#) milestone 5 minutes ago

 Add a comment

[Write](#) [Preview](#)

Use Markdown to format your comment

 Paste, drop, or click to add files

[Close issue](#) [Comment](#) [Unsubscribe](#)

Assignees  kennethken73

Labels [good first issue](#)

Type [Task](#)

Projects No projects

Milestone [DP-2](#) Due by March 23, 2025

Relationships None yet

Development Create a branch for this issue or link a pull request.

Notifications [Customize](#)

Participants

You're receiving notifications because you're subscribed to this thread.

Now I'll finish this task

I updated the README.md with my name, and submitted a PR

My PR was accepted

Each PR should modify the minimum number of files.

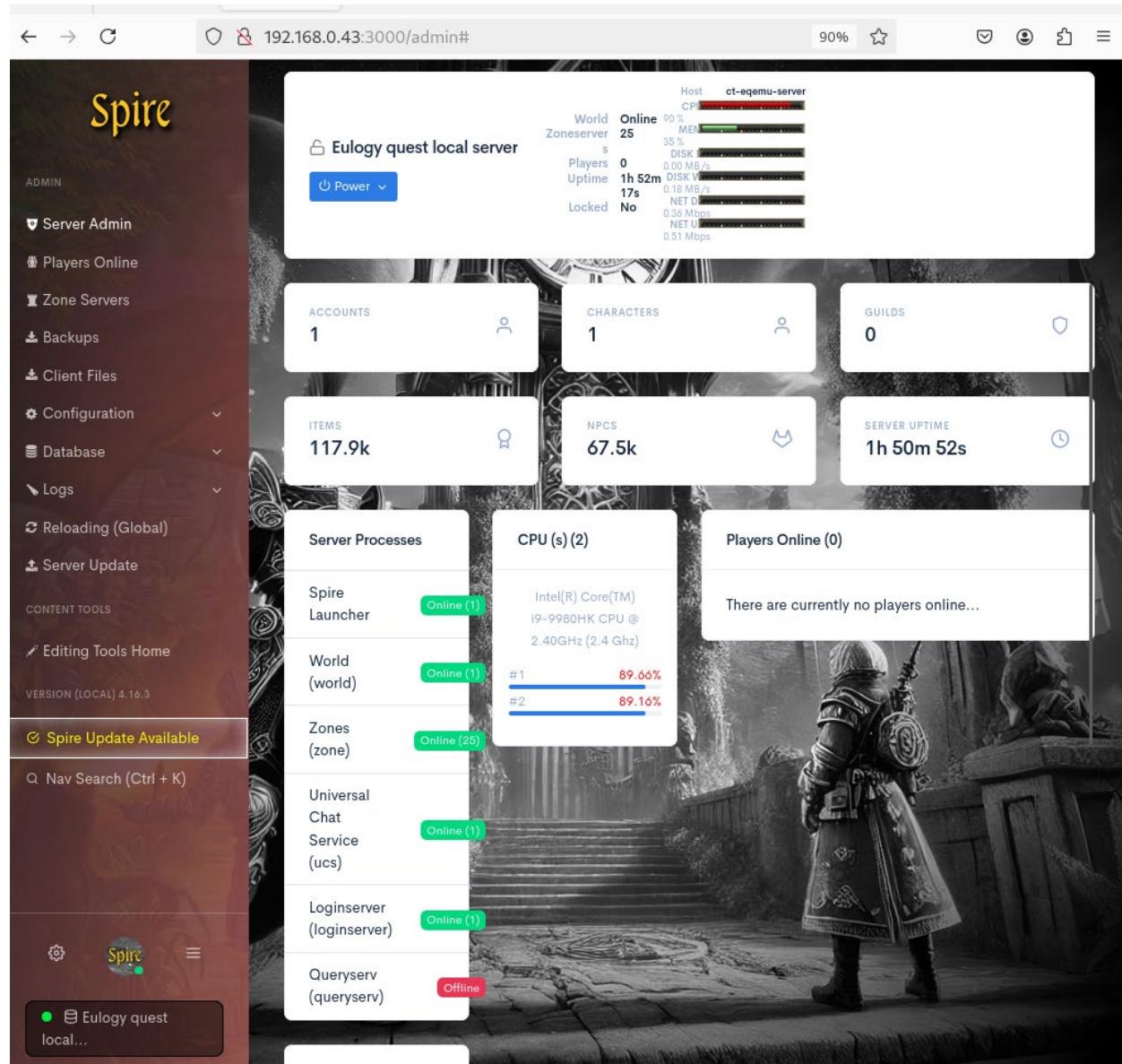
Now I will modify NPC behavior in-game

Then I'll submit a PR for this change.

When the PR is submitted for acceptance, I'll include “Closes #5”

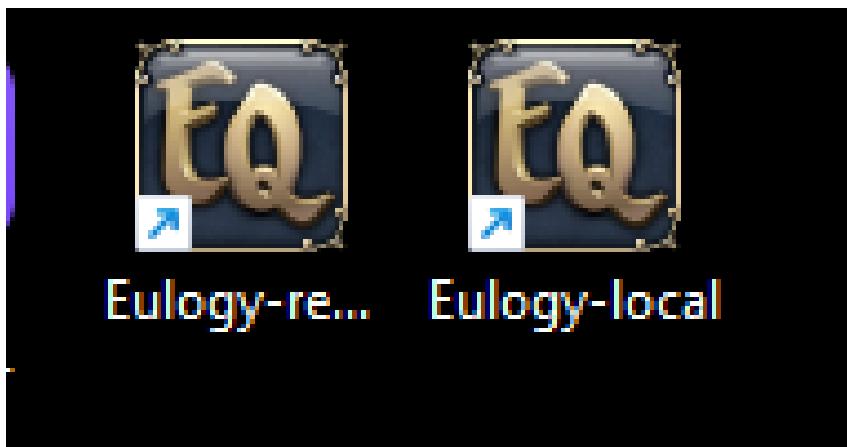
When the PR is accepted, github will close #5

My local server is up



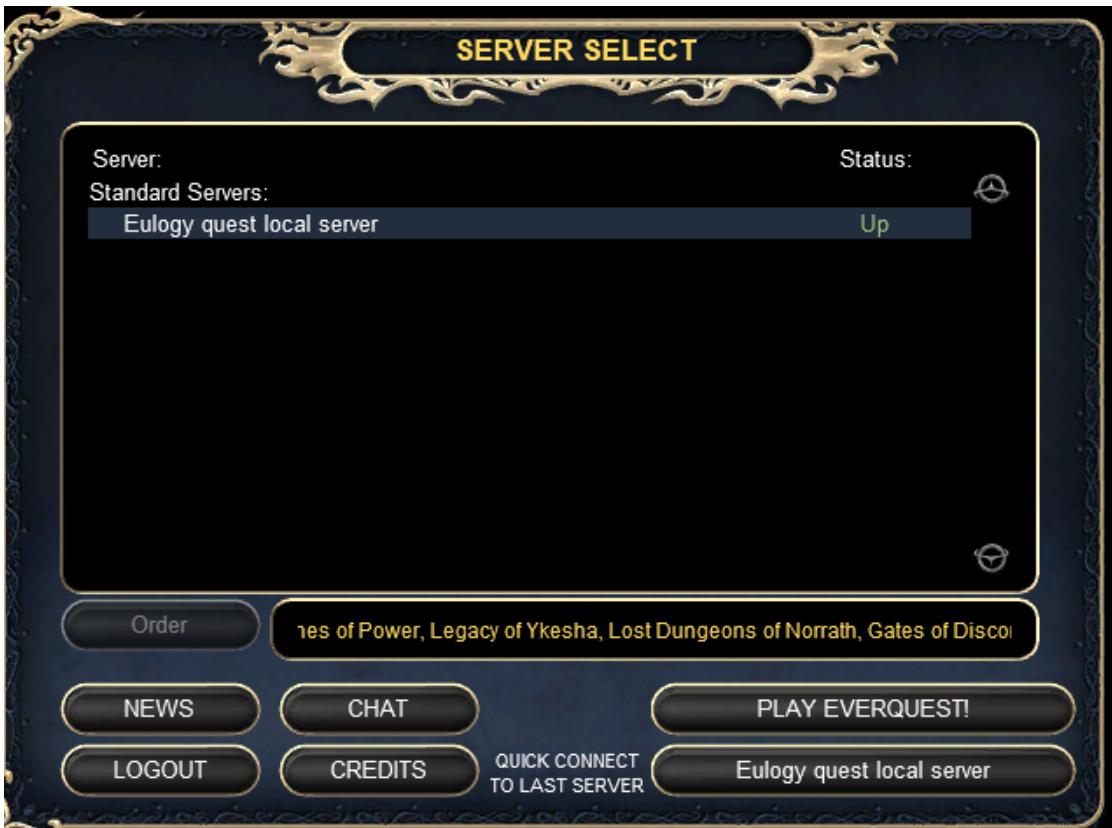
Start our local client

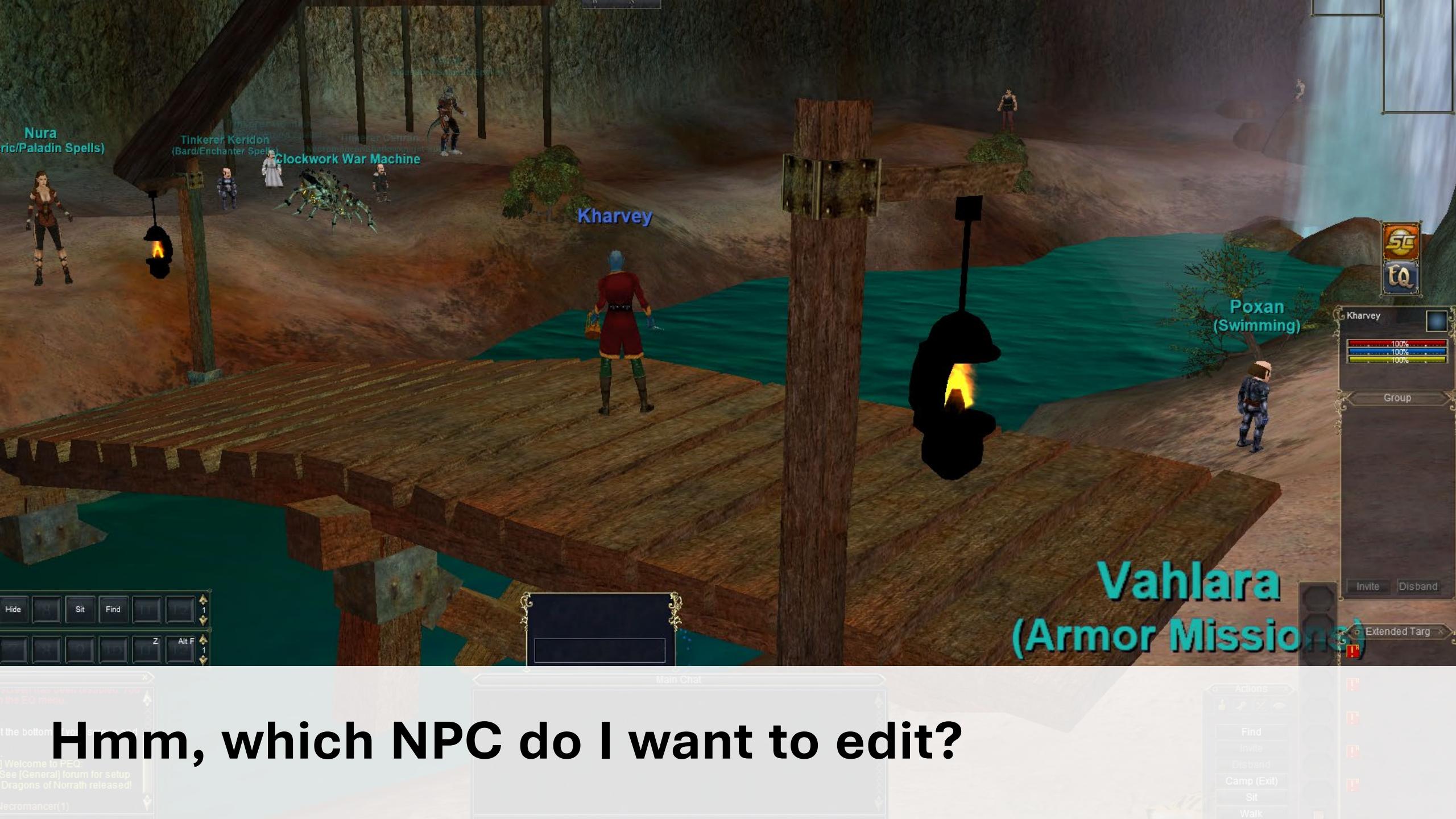
- We each have 2 clients
- One is the client that connects with our AWS remote hosted game server
- We want to start the local client



Enter your username/password and select the local server

- You did write it down, right?
- Password managers are great for this



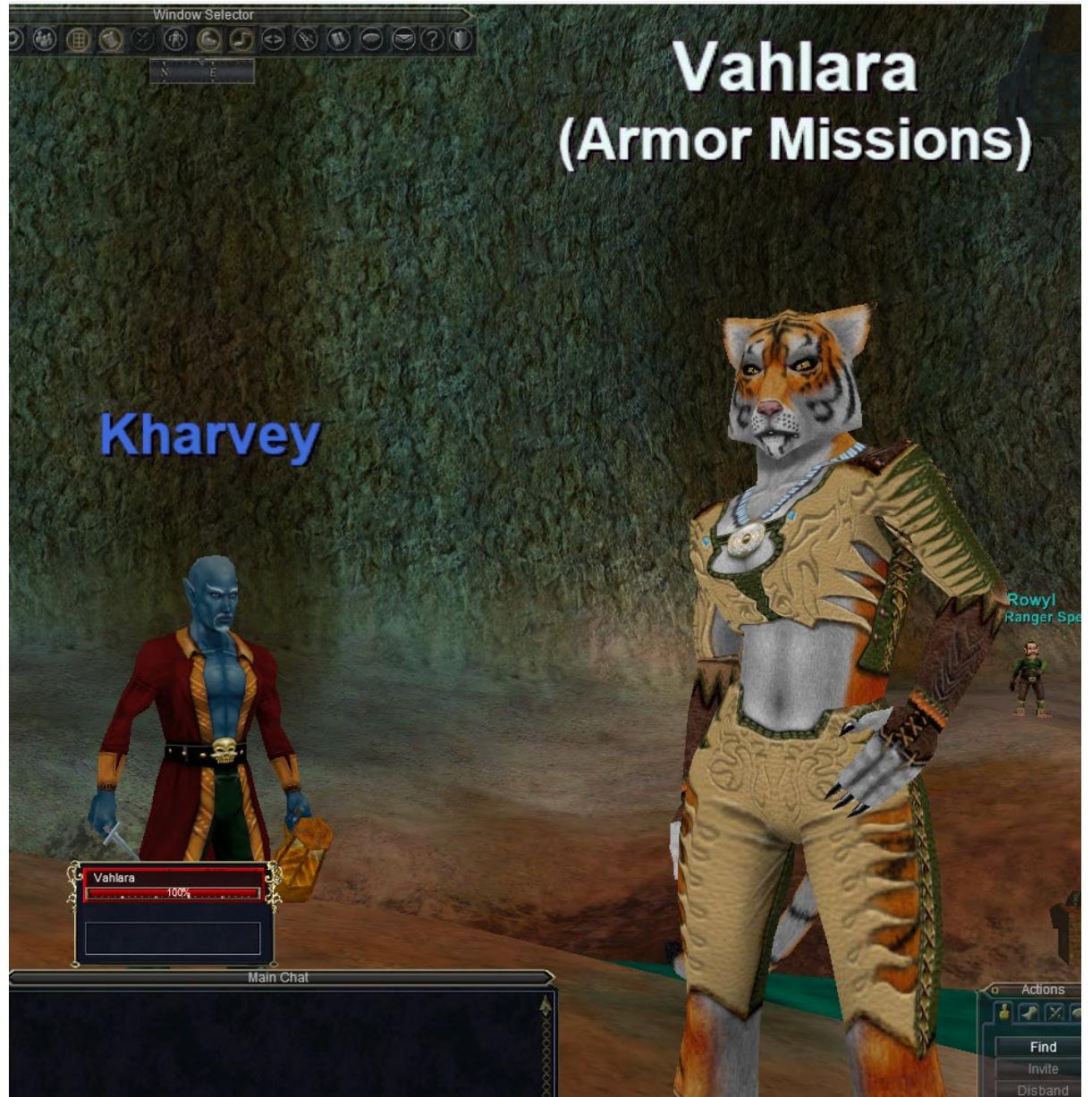


Hmm, which NPC do I want to edit?

Vahlara
(Armor Mission)

Ok, I'll edit Vahlara

- NPC interactions require that you have targeted them (well simple ones anyway).
- Left-click on the NPC of your choice
- Their name-tag will change color
- Your targeting window will list their name



Don't attack the NPC



- This is a unique flavor, giving a unique and hard-core immersive experience
- Attack someone you shouldn't, they fight back. No hand-holding here.
- There are various ways to tell how powerful an NPC is relative to you yourself
- Here, the NPC is much more powerful (more than 3 levels higher). So, they are a 'red-con'
- The targeting window has a red-outline drawn around their name
- The targeted NPC has a red ground-targeting reticule at their feet

Ssh into your VM

*You wrote this password
down as well, right?
Password manager?*

```
Windows PowerShell          x  sov@vbox: ~          x  +  v
* Support:      https://ubuntu.com/pro

System information as of Wed Mar 12 17:46:57 PDT 2025

System load: 0.16          Processes:           60
Usage of /: 0.2% of 1006.85GB  Users logged in:    0
Memory usage: 3%          IPv4 address for eth0: 172.17.240.197
Swap usage:  0%

* Strictly confined Kubernetes makes edge and IoT secure. Learn how MicroK8s
just raised the bar for easy, resilient and secure K8s cluster deployment.

https://ubuntu.com/engage/secure-kubernetes-at-the-edge

This message is shown once a day. To disable it please create the
/home/sov/.hushlogin file.

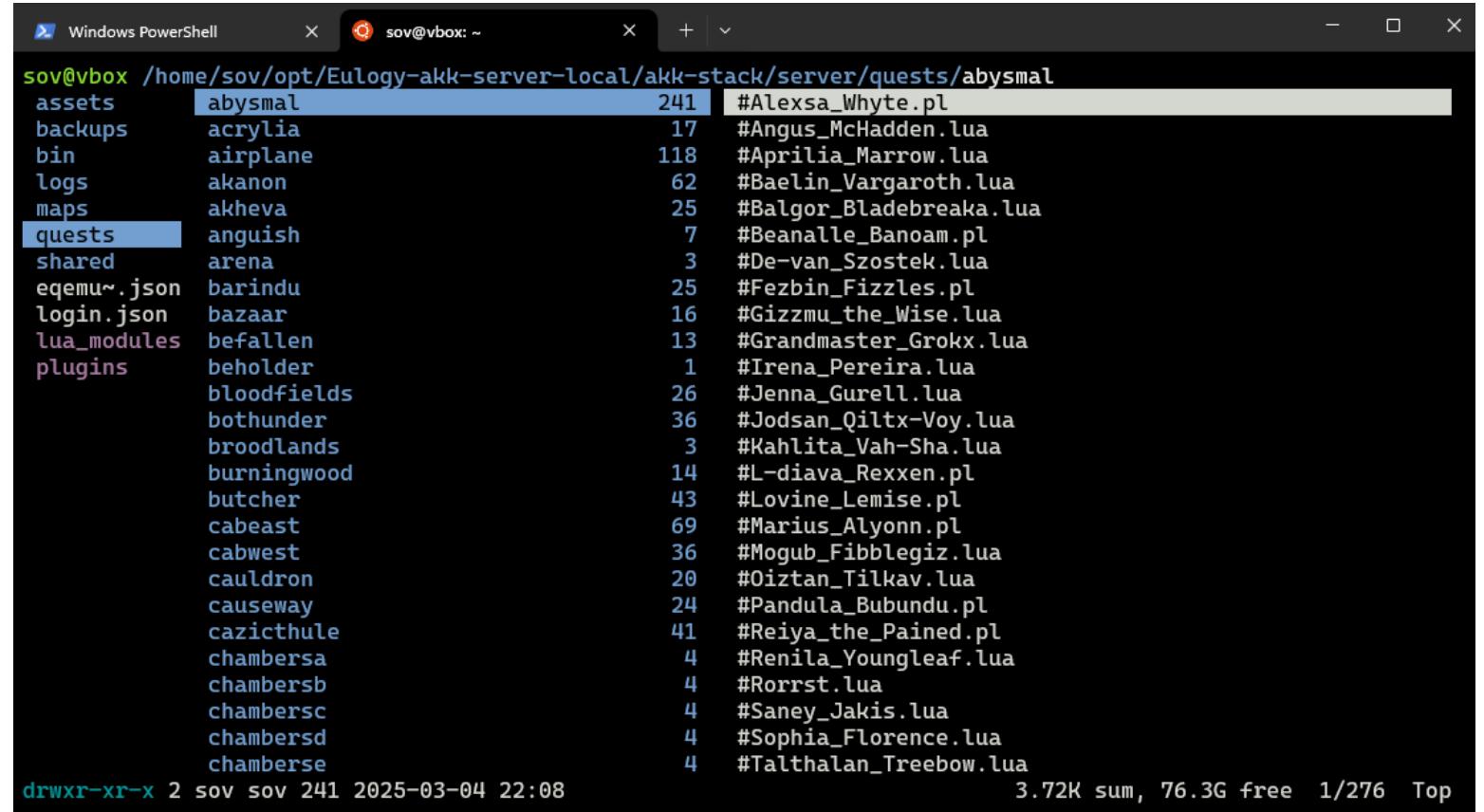
sov@LAPTOP-03RHV5TN:~$ ssh eulogy-local-server
Enter passphrase for key '/home/sov/.ssh/id_rsa':
Linux vbox 6.1.0-31-amd64 #1 SMP PREEMPT_DYNAMIC Debian 6.1.128-1 (2025-02-07) x86_64

The programs included with the Debian GNU/Linux system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*copyright.

Debian GNU/Linux comes with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law.
Last login: Sat Mar  8 14:51:40 2025 from 192.168.0.75
sov@vbox:~$
```

Edit right away, right?

- **WRONG !!**
 - *Are we up-to-date?*
 - *Are we on a feature branch?*



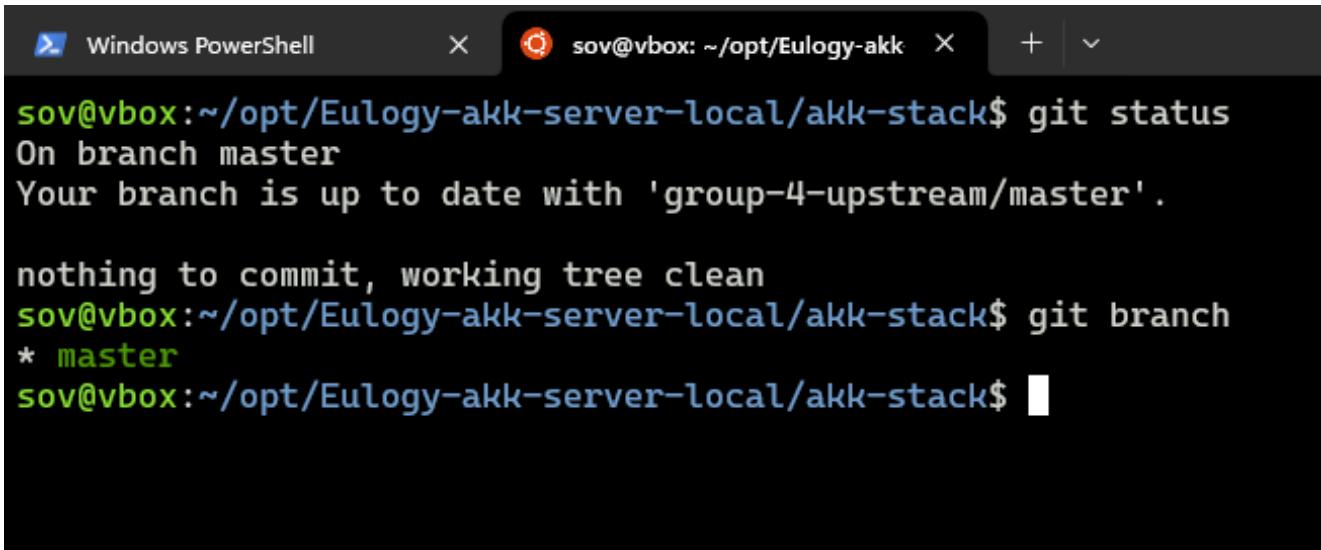
A screenshot of a Windows PowerShell window titled "Windows PowerShell" and "sov@vbox: ~". The command run is "ls -l /home/sov/opt/Eulogy-akk-server-local/akk-stack/server/quests/abysmal". The output shows a list of files and their details:

File	Size	Description
assets	241	#Alexsa_Whyte.pl
backups	17	#Angus_McHadden.lua
bin	118	#Aprilia_Marrow.lua
logs	62	#Baelin_Vargaroth.lua
maps	25	#Balgor_Bladebreaka.lua
quests	7	#Beanalle_Banoam.pl
shared	3	#De-van_Szostek.lua
eqemu~.json	25	#Fezbin_Fizzles.pl
login.json	16	#Gizzmu_the_Wise.lua
lua_modules	13	#Grandmaster_Grokx.lua
plugins	1	#Irena_Pereira.lua
beholder	26	#Jenna_Gurell.lua
bloodfields	36	#Jodsan_Qiltx-Voy.lua
bothunder	3	#Kahlita_Vah-Sha.lua
broodlands	14	#L-diava_Rexxen.pl
burningwood	43	#Loving_Lemise.pl
butcher	69	#Marius_Alyonn.pl
cabeast	36	#Mogub_Fibblegiz.lua
cabwest	20	#Oiztan_Tilkav.lua
cauldron	24	#Pandula_Bubundu.pl
causeway	41	#Reiya_the_Pained.pl
cazicthule	4	#Renila_Youngleaf.lua
chambersa	4	#Rorrst.lua
chambersb	4	#Saney_Jakis.lua
chambersc	4	#Sophia_Florence.lua
chambersd	4	#Talthalan_Treebow.lua
chamberse	4	

At the bottom, the command "drwxr-xr-x 2 sov sov 241 2025-03-04 22:08" is shown, along with the status "3.72K sum, 76.3G free 1/276 Top".

Ok good, no uncommitted changes

- So, we'll need to pull
- But we don't prefer pulling, for 2 reasons
 - We have two upstream sources, and we want to choose our upstream
 - We prefer to view our changes, not simply let pull silently do whatever



```
Windows PowerShell      x  sov@vbox: ~/opt/Eulogy-akk  x  + | ▾
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

So, let's look

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git fetch group-4-upstream
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git diff
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -r
akk-upstream/Akkadius-patch-1
akk-upstream/Akkadius-patch-2
akk-upstream/HEAD ->akk-upstream/master
akk-upstream/akkadius/add-spire-admin
akk-upstream/akkadius/config-piping
akk-upstream/akkadius/fail2ban-split-config
akk-upstream/akkadius/player-hourly-snapshots
akk-upstream/akkadius/security-improvements
akk-upstream/akkadius/service-config
akk-upstream/akkadius/set-hostname-server
akk-upstream/akkadius/takp-quarm
akk-upstream/akkadius/ucs-config-block
akk-upstream/akkadius/web-services
akk-upstream/akkadius/zoneserver-ports
akk-upstream/master
group-4-upstream/EUL-54-AddRichardToReadme
group-4-upstream/add_pr_template
group-4-upstream/master
```

- We fetch our upstream
- Empty diff was an error on my part
- Log shows no change
- Remote branch listing shows 2 branches that need to be deleted
- We'll look into those 2 branches as well as our master branch now that we've fetched.

Inspecting the 3 branches

- *Everything is up-to-date*
- *We all need to delete our feature branches after their PRs are accepted and merged.*

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout EUL-54-AddRichardToReadme
branch 'EUL-54-AddRichardToReadme' set up to track 'group-4-upstream/EUL-54-AddRichardToReadme'.
Switched to a new branch 'EUL-54-AddRichardToReadme'
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* EUL-54-AddRichardToReadme
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-54-AddRichardToReadme
Your branch is up to date with 'group-4-upstream/EUL-54-AddRichardToReadme'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout add_pr_template
branch 'add_pr_template' set up to track 'group-4-upstream/add_pr_template'.
Switched to a new branch 'add_pr_template'
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch add_pr_template
Your branch is up to date with 'group-4-upstream/add_pr_template'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout master
Switched to branch 'master'
Your branch is up to date with 'group-4-upstream/master'.
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

We're also now doing local tracking of the 2 feature branches. We need to untrack them now.

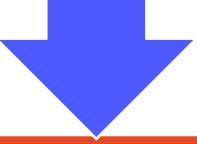
```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-54-AddRichardToReadme
  add_pr_template
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```

Delete the 2 feature branches from my local repo

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -d EUL-54-AddRichardToReadme
Deleted branch EUL-54-AddRichardToReadme (was 4abef94).
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -d add_pr_template
Deleted branch add_pr_template (was a050dbc).
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

Instead of pulling in other's feature branches

Instead, I could (and should) have only fetched master and any of my still-open feature branches.



```
`git fetch group-4-upstream master`
```



```
`git fetch group-4-upstream <feature>`
```

Feature- branch naming

- “EUL-62”: the youtrack issue name
- “-4”: the github issue number
- “-kh”: my initials
- “_edit-npc” brief-as-possible description of the given task (as specified in EUL-62)
- It says we’re switched to the feature branch, but we can always run `git branch` just to be sure we’re on our feature branch (it’s a ‘checkout’ after all).

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout -b EUL-62-4-kh_edit-npc
Switched to a new branch 'EUL-62-4-kh_edit-npc'
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* EUL-62-4-kh_edit-npc
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```

OK.

Now we're ready to edit.

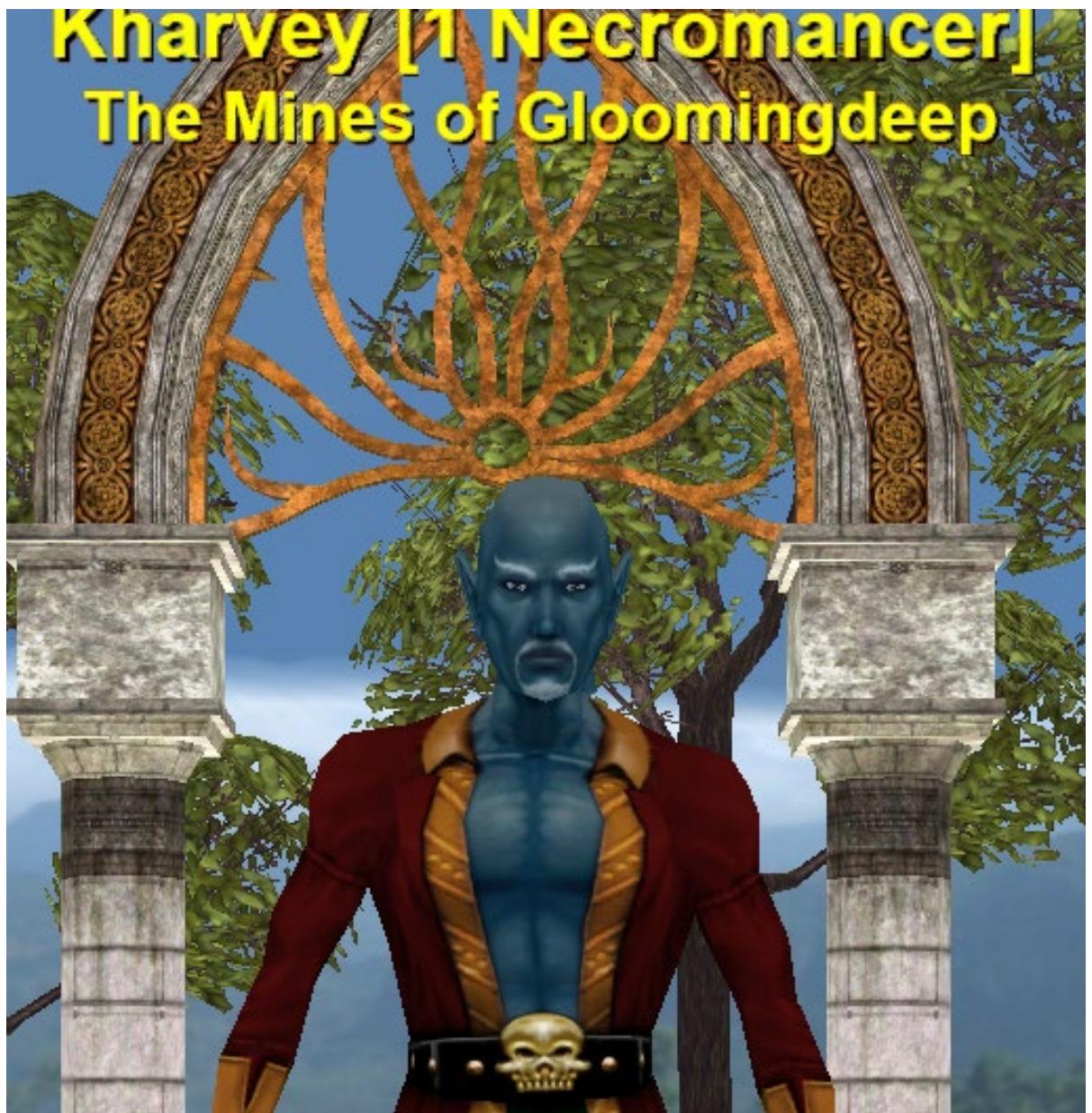


Get the name of the zone your character is currently in

- Press ‘m’ without having your cursor blinking in any open chat windows.
- If you have a window with an active cursor (say if you’re typing or inadvertently trying to type in text), simply hit the escape key before pressing ‘m’
- ‘m’ will open your map
- The name of the zone will be here
- Here the zone we’re in is called “The Mines of Gloomdeep”



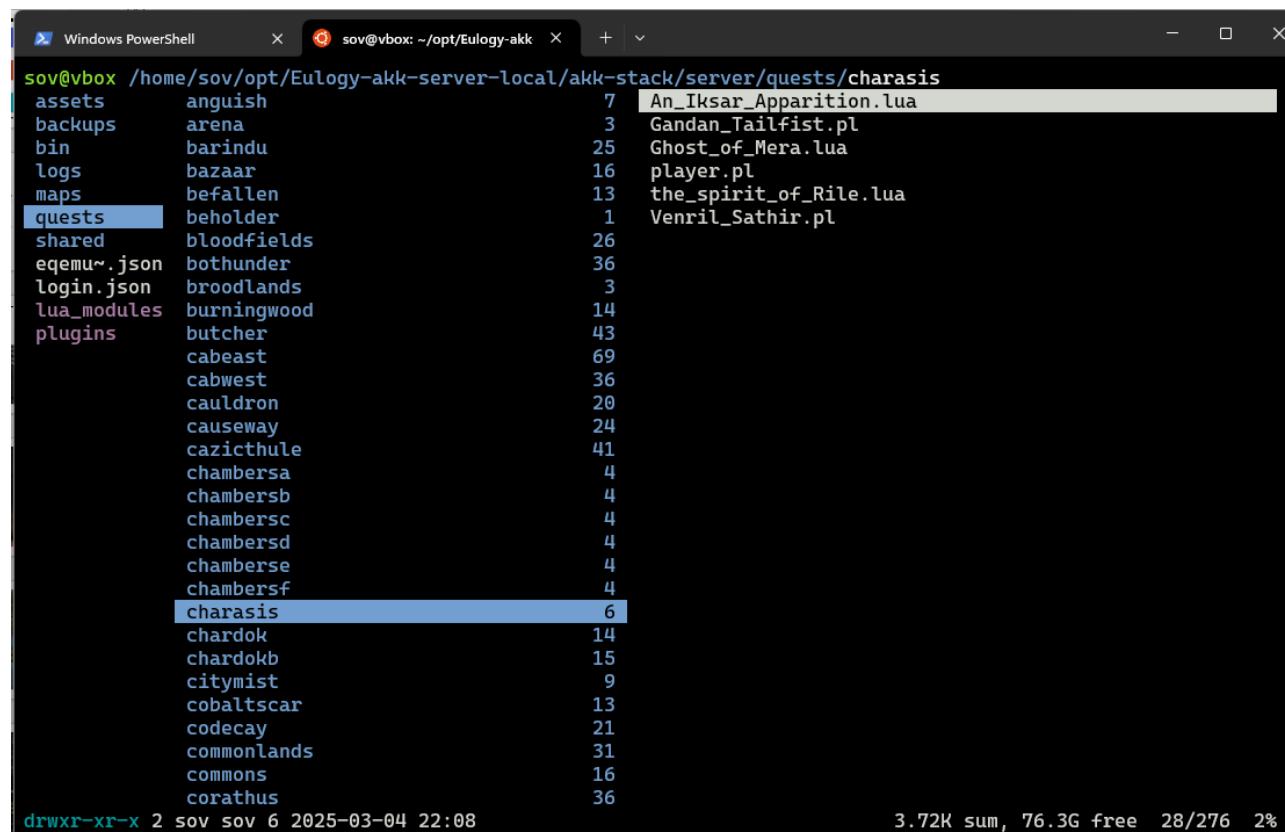
Your current zone is listed on your nameplate at character login



Current zone is also listed in your chat window at login



We're looking for our current zone in the quest folder



```
Windows PowerShell * sov@vbox: ~/opt/Eulogy-akk * + - +  
sov@vbox /home/sov/opt/Eulogy-akk-server-local/akk-stack/server/quests/charasis  
assets      anguish          7 An_Iksar_Apparition.lua  
backups     arena            3 Gandan_Tailfist.pl  
bin         barindu          25 Ghost_of_Mera.lua  
logs        bazaar           16 player.pl  
maps        befallen          13 the_spirit_of_Rile.lua  
quests      beholder          1 Venril_Sathir.pl  
shared       bloodfields        26  
eqemu~.json bothunder          36  
login.json   broodlands          3  
lua_modules  burningwood        14  
plugins     butcher            43  
cabeast      69  
cabwest      36  
cauldron    20  
causeway     24  
cazichthule  41  
chambersa    4  
chambersb    4  
chambersc    4  
chambersd    4  
chamberse    4  
chambersf    4  
charasis     6  
chardok      14  
chardokb     15  
citymist     9  
cobaltscar   13  
codecay      21  
commonlands  31  
commons      16  
corathus     36  
  
drwxr-xr-x 2 sov sov 6 2025-03-04 22:08  
3.72K sum, 76.3G free 28/276 2%
```

- There's two problems
- The names in the file are abbreviated names
- The abbreviated names can sometimes be completely different than the in-game names
- The abbreviations are the official name of the zone, and the full name is cosmetic.
- For example, here the zone “charasis” is known in-game as “Howling Stones”. The reason for this is “Charasis” is the in-game lore/story-line name of the area, as native to the tongue of the lizard-people, the Iksar.

ChatGPT never ceases to impress

previously, in the 'RoF2' client, the official name was not gloomingdeep. What was it?

In the Rain of Fear (RoF2) client of EverQuest, the tutorial zone known as the Mines of Gloomdeep was officially referred to as 'tutorialb'. [github.com](#)

Sources 

- Rather than just tell you, due to me knowing, I'd rather praise ChatGPT
- Use this fantastic resource
- Document its use as required, when required!

We want to edit Vahlara

We'll find her .pl script in the `tutorialb` directory

```
Windows PowerShell      x  sov@vbox: ~/opt/Eulogy-akk  x  +  v
sov@vbox /home/sov/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb/Vahlara.pl
thegrey #Selandoor.pl          250 B #BeginFile Vahlara.pl
thenest #Slavemaster_Ruga.pl   250 B #Quests for The Mines of Gloomingdeep - Vahlara: Gloomi
thuledream #Spider_Tamer_Gugan.pl 250 B # items: 67111, 67125, 67104, 67118, 54234, 54217, 5421
thundercre~ 189119.pl          509 B sub EVENT_SPAWN {
thurgadina 189120.pl          403 B   if (defined($qglobals{amote}) && ($qglobals{amote} ==
thurgadinb a_garroted_kobold.pl 220 B     quest::unique_spawn(189119,0,0,-126.0,-295.8,3.0,24
timorous A_Priest_of_Luclin.pl  620 B   }
tipt a_trampled_kobold.pl    295 B   if (defined($qglobals{bmote}) && ($qglobals{bmote} ==
torgiran a_trampled_slave.pl 294 B     quest::unique_spawn(189120,0,0,-385.2,-516.3,-39.3,
tox Absor.pl                  7.04 K   }
toxxulia an_exhausted_goblin.pl 136 B   }
trakanon default.pl           483 B   }
tutoriala Flutterwing.pl       1.72 K sub EVENT_SAY {
tutorialb Frizznik.lua        1.98 K   if ($text=~/hail/i) {
twilight Guard_Hobart.pl      2.96 K     if (quest::istaskactivityactive(1448, 2)) {
txevu Guard_Maddoc.pl         478 B       if ($class eq "Berserker" || $class eq "Rogue" ||
umbral Guard_Rahtiz.pl        2.6 K         quest::summonitem(67111); # Item: Gloomingdeep
unrest Guard_Vyrinn.pl        813 B       }
}
elsif ($class eq "Enchanter" || $class eq "Necrom"
uqua kobold_siege_supplies.pl 1.36 K       quest::summonitem(67125); # Item: Gloomingdeep
utility Lyndroh.pl             646 B       }
}
veeshan Nura.pl                160 B       }
elsif ($class eq "Warrior" || $class eq "Bard" ||
veksar player.pl               30.7 K       quest::summonitem(67104); # Item: Gloomingdeep
velketor Poxan.lua              1.27 K       }
}
vergalid Prathun.pl             974 B       }
elsif ($class eq "Druid" || $class eq "Monk" || $
vexthal Rashere.pl              2.15 K       quest::summonitem(67118); # Item: Gloomingdeep
vxed Revolt_Scout_Kaikachi.pl  1.5 K       }
}
wakening Revolt_Scout_Zajeer.pl 922 B       }
}
wallofslau~ Rytan.pl              11.1 K       }
}
warrens Vahlara.pl              4.36 K       if (quest::istaskactivityactive(5091, 3)) {
}
warslikswor~ Wijdan.pl            1.16 K       quest::updatetaskactivity(5091, 3);
westkorlach Xenaida.pl            1.21 K       }
}
90.8K sum, 76.3G free 38/40 Bot
-rw-r--r-- 1 sov sov 4.36K 2025-03-04 22:08
```



Hail your NPC

- We'll document our change in our PR
- Write down or screenshot the text that the NPC responds with
- We'll make a change and document that change along with the original unedited text.



So, what happened

- Vahlara didn't say a word (yet).
- However, she did give us a piece of armor (cloth sleeves)
- The armor is on our cursor
- There's also a text-window named "Equipping Armor" which appeared, instructing us in our use of armor.
- Can we give her text, and not break this armor-tutorial?

```

}

sub EVENT_SAY {
  if ($text=~/hail/i) {
    if (quest::istaskactivityactive(1448, 2)) {
      if ($class eq "Berzerker" || $class eq "Rogue" || $class eq "Shaman" || $class eq "Ranger") {
        quest::summonitem(67111); # Item: Gloomdeep Kobold Chain Sleeves
      }
      elsif ($class eq "Enchanter" || $class eq "Necromancer" || $class eq "Wizard" || $class eq "Magician") {
        quest::summonitem(67125); # Item: Gloomdeep Kobold Cloth Sleeves
      }
      elsif ($class eq "Warrior" || $class eq "Bard" || $class eq "Shadowknight" || $class eq "Paladin" || $class eq "Cleric") {
        quest::summonitem(67104); # Item: Gloomdeep Kobold Plate Vambraces
      }
      elsif ($class eq "Druid" || $class eq "Monk" || $class eq "Beastlord") {
        quest::summonitem(67118); # Item: Gloomdeep Kobold Leather Sleeves
      }
    }
    if (quest::istaskactivityactive(5091, 3)) {
      quest::updatetaskactivity(5091, 3);
    }
    if (quest::istaskactivityactive(3785, 1)) {
      quest::updatetaskactivity(3785, 1);
    }
    quest::say("I'm glad you managed to escape the slave warrens in one piece. There are many [". . quest::saylink("others") . "] who were not as lucky. Here, take this armor we found on a kobold. It's not much but it should keep you safe.");
    quest::popup("Equipping Armor", "<br>Vahlara has offered you a piece of kobold armor to keep you safe.<br><br>Equip the armor by dropping it onto the large rectangular icon in the center of your inventory (<c \'#00F0F0\'>i</c>) window. Notice that the armor automatically moves to its proper armor slot on your body.<br><br>Also note that some armor you will later obtain can only be equipped by placing it directly in its corresponding slot, e.g. dropping a breastplate onto the \"chest\" icon in your inventory. When you do this, the armor becomes \"attuned\" to your character, and you will no longer be able to trade it with other players.<br><br><c \'#F07F00\'>Once you have equipped the armor, respond to Vahlara's dialogue in your Main Chat Window to continue.</c>");
  }
  if ($text=~/others/i) {
    quest::say("We have many wounded and they need bandages. If you can find any gloomdeep silk, bring it to me and I can make more bandages. I'll reward you with whatever burlap armor pieces I can find.");
    quest::popup("Armor Class", "<br> Now that you have the sleeves equipped, notice in your inventory window that your Armor Class or \"AC\" went up. The higher your armor class, the harder it will be for your enemies to hit you.<br><br>Vahlara can make you some burlap armor if you are able to bring her pieces of Gloomdeep Spider Silk from the mines beyond. <br><br><c \'#F07F00\'>Check your Quest Window (ALT +Q) to check the next step in your Basic Training.</c>");
    if (quest::istaskactivityactive(1448, 3)) {
      quest::updatetaskactivity(1448, 3);
    }
  }
}

```

Part of Vahlara's script file

Click colored text to proceed along the quest

*Click the magenta-colored text “**others**” in the chat window here named “Other Chat” in the lower left-hand corner.*



Continuing quest

She wants to reward us for returning ‘gloomingdeep silk’



Let's examine

- “others” is scripted to respond with “We have many wounded...”
- EVENT_ITEM handles quest turn-ins (what the npc does when given an item)
- Here, we’re only interested in changing text.

```
if ($text=~/others/i) {  
    quest::say("We have many wounded and they need bandages. If you can find any gloomingdeep silk, bring it to me and I can make more bandages. I'll reward you with whatever burlap armor pieces I can find.");  
    quest::popup("Armor Class", "<br> Now that you have the sleeves equipped, notice in your inventory window that your Armor Class or \"AC\" went up. The higher your armor class, the harder it will be for your enemies to hit you.<br><br>Vahlara can make you some burlap armor if you are able to bring her pieces of Gloomdeep Spider Silk from the mines beyond. <br><br><c \">#F07F00\>Check your Quest Window (ALT +Q) to check the next step in your Basic Training.</c>");  
    if (quest::istaskactivityactive(1448, 3)) {  
        quest::updatetaskactivity(1448, 3);  
    }  
}  
if ($text=~/bandages/i) {  
    quest::say("I was a skilled tailor before I was enslaved, so I'm able to weave spiderling silk into makeshift gauzes and dressings. But now even the spiderling silk is running scarce. If you can bring me a piece of spiderling silk, I can give you some armor I've crafted from burlap. Burlap's no good for bandages anyway.");  
}  
  
sub EVENT_ITEM {  
    if (plugin::check_handin(\%itemcount, 54234 => 1) || plugin::check_handin(\%itemcount, 54234 => 3)) { #Gloomdeep Silk x 1 or 3  
        quest::say("You have proven most resourceful $name.");  
        quest::summonitem(quest::ChooseRandom(54217,54218,54219,54220,54221,54222,54223,54225,54226,54227,54228)); #Random Stitched Burlap item  
    }  
    elsif (plugin::check_handin(\%itemcount, 86010 => 4) || plugin::check_handin(\%itemcount, 86010 => 3) || plugin::check_handin(\%itemcount, 86010 => 2) || plugin::check_handin(\%itemcount, 86010 => 1)) {  
        quest::say("Ah, yes. Thank you.");  
    }  
    plugin::return_items(\%itemcount);  
}
```

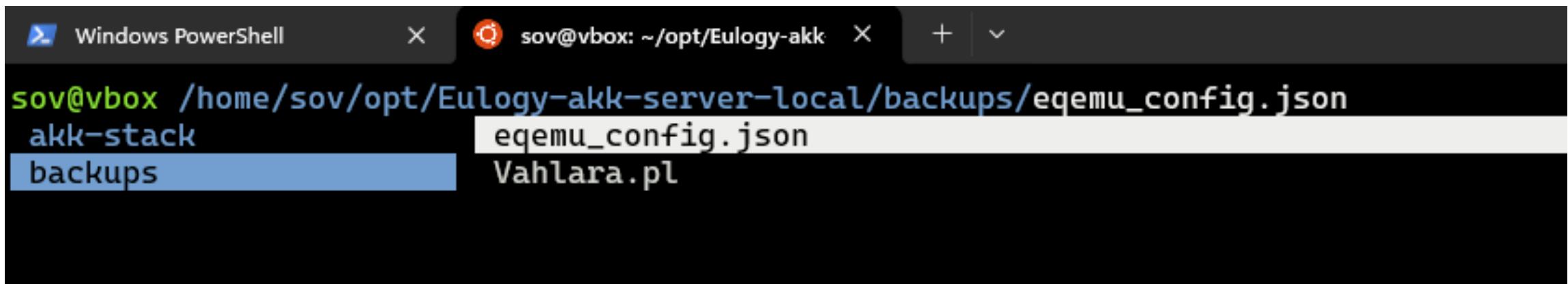
Advanced quest tracking



- Simple quests can bypass this official quest registry
- We will begin by implementing quests outside of this more organized approach (task system)
- To bring up the quest registry / task journal, click the “EQ” button and navigate down to and click “Quest Journal”

First, back up the .pl script file

I have my backups folder as a sibling directory next to akk-stack



The screenshot shows a terminal window with two tabs. The left tab is a Windows PowerShell window titled 'Windows PowerShell' with the command 'akk-stack backups' visible. The right tab is a Linux terminal window titled 'sov@vbox: ~opt/Eulogy-akk' with the command 'eqemu_config.json' visible. The background of the slide features a large black rectangle at the top.

```
Windows PowerShell
sov@vbox /home/sov/opt/Eulogy-akk-server-local/backups/eqemu_config.json
akk-stack
backups

sov@vbox: ~opt/Eulogy-akk
eqemu_config.json
Vahlara.pl
```

We'll change this area of the script file

- We'll add a text link "heroes" at the top after the text "..should keep you safe."
- We'll add behavior for when our new text link is clicked
- For now, there is no text for "heroes", only for "others"

```
    quest::say("I'm glad you managed to escape the slave warrens in one piece. There are many [". . quest::saylink("others") .  
's not much but it should keep you safe.");  
    quest::popup("Equipping Armor", "<br>Vahlara has offered you a piece of kobold armor to keep you safe.<br><br>Equip the arm  
ventory ( <c \'#00F0F0\'>i</c> ) window. Notice that the armor automatically moves to its proper armor slot on your body.<br><  
placing it directly in its corresponding slot, e.g. dropping a breastplate onto the \"chest\" icon in your inventory. When you  
longer be able to trade it with other players.<br><br><c \'#F07F00\'>Once you have equipped the armor, respond to Vahlara's di  
}  
if ($text=~/others/i) {  
    quest::say("We have many wounded and they need bandages. If you can find any gloomingdeep silk, bring it to me and I can m  
n find.");  
    quest::popup("Armor Class", "<br> Now that you have the sleeves equipped, notice in your inventory window that your Armor C  
e for your enemies to hit you.<br><br>Vahlara can make you some burlap armor if you are able to bring her pieces of Gloominge  
st Window (ALT +Q) to check the next step in your Basic Training.</c>");  
    if (quest::istaskactivityactive(1448, 3)) {  
        quest::updatetaskactivity(1448, 3);  
    }  
}  
if ($text=~/bandages/i) {  
    quest::say("I was a skilled tailor before I was enslaved, so I'm able to weave spiderling silk into makeshift gauzes and dr  
bring me a piece of spiderling silk, I can give you some armor I've crafted from burlap. Burlap's no good for bandages anyway.");  
}  
  
sub EVENT_ITEM {  
    if (plugin::check_handin(\%itemcount, 54234 => 1) || plugin::check_handin(\%itemcount, 54234 => 3)) { #Gloomingdeep Silk x 1  
        quest::say("You have proven most resourceful $name.");  
        quest::summonitem(quest::ChooseRandom(54217,54218,54219,54220,54221,54222,54223,54225,54226,54227,54228)); #Random Stitched  
    }  
    elseif (plugin::check_handin(\%itemcount, 86010 => 4) || plugin::check_handin(\%itemcount, 86010 => 3) || plugin::check_handin  
    ) {  
        quest::say("Ah, yes. Thank you.");  
    }  
    plugin::return_items(\%itemcount);  
}
```

Let's see what happens

Using the rest of the file for inspiration and as a working tutorial, I made some edits, and then saved the file

```
        quest::say("I'm glad you managed to escape the slave warrens in one piece. There are many [" . quest
's not much but it should keep you safe. So far our [" . quest::saylink("heroes") . "] have done well.");
        quest::popup("Equipping Armor", "<br>Vahlara has offered you a piece of kobold armor to keep you safe
ventory ( <c \"#00F0F0\">i</c> ) window. Notice that the armor automatically moves to its proper armor s
placing it directly in its corresponding slot, e.g. dropping a breastplate onto the \"chest\" icon in yo
longer be able to trade it with other players.<br><br><c \"#F07F00\">Once you have equipped the armor, i
}
if ($text=~/^others/i) {
    quest::say("We have many wounded and they need bandages. If you can find any gloomingdeep silk, bri
n find.");
    quest::popup("Armor Class", "<br> Now that you have the sleeves equipped, notice in your inventory wi
e for your enemies to hit you.<br><br>Vahlara can make you some burlap armor if you are able to bring her
st Window (ALT +Q) to check the next step in your Basic Training.</c>");
    if (quest::istaskactivityactive(1448, 3)) {
        quest::updatetaskactivity(1448, 3);
    }
}
if ($text=~/^bandages/i) {
    quest::say("I was a skilled tailor before I was enslaved, so I'm able to weave spiderling silk into m
bring me a piece of spiderling silk, I can give you some armor I've crafted from burlap. Burlap's no good
}
if ($text=~/^heroes/i) {
    quest::say("Many thanks to our heroes: Kharvey, .");
}
}
```

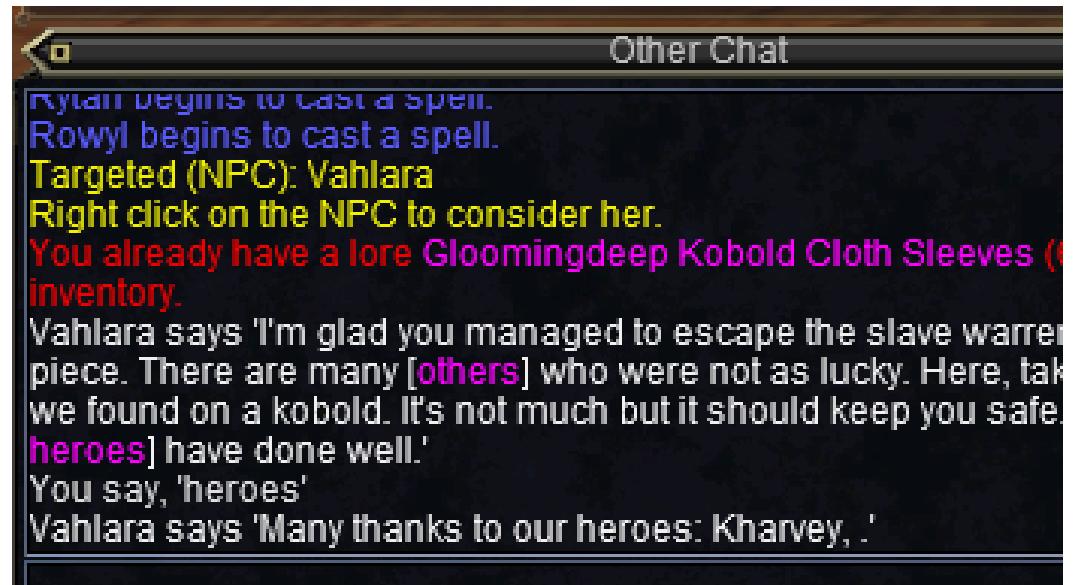
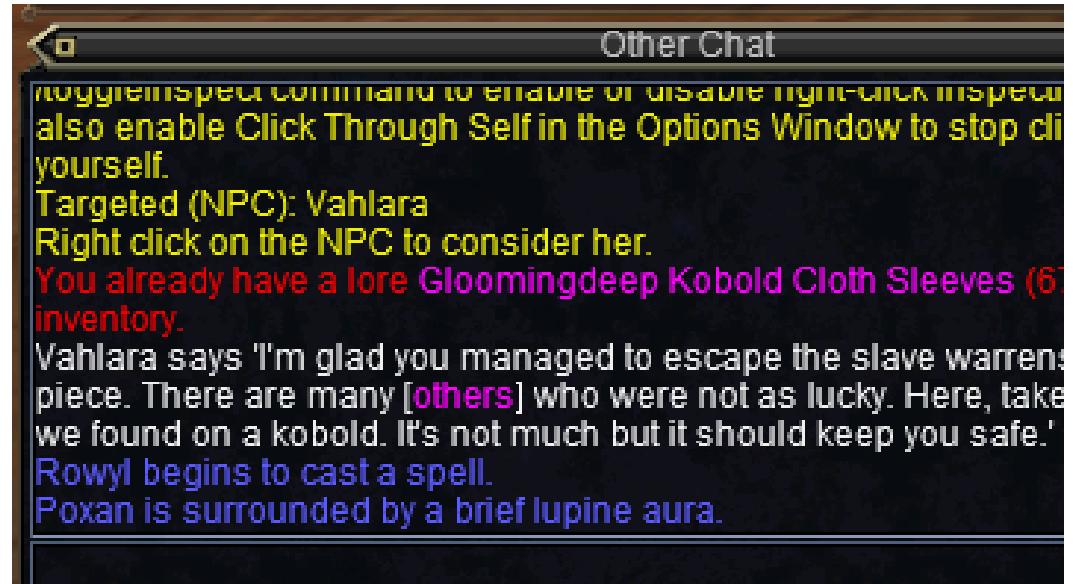


Immediate change!

*Note our added quest text has given us the ability to click our "**heroes**" text link!*

Let's click our 'heroes' text

- *Side-by-side comparison showing our change*
- *Before the change on top*
- *Our change on bottom*



I had to revert the change to Vahlara.pl in order to get a good screenshot of the original behavior

The change in behavior was immediately reverted

```
sov@vbox:~/opt/Eulogy-akk-server-Local/akk-stack/server/quests/tutorialb$ ls | grep Vah  
Vahlara.pl  
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ mv Vahlara.pl Vahlara.pl.bk  
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ cp ../../../  
assets/           code/          data/          docker-compose.yml    .env.example  
backup/          containers/    docker-compose.dev.yml .env  
.git/           eqemu_config.json Vahlara.pl  
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ cp ../../../.  
akk-stack/ backups/  
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ cp ../../../.backups/  
eqemu_config.json Vahlara.pl  
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ cp ../../../.backups/Vahlara.pl .  
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ ls | grep Vah  
Vahlara.pl  
Vahlara.pl.bk  
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ ls ../../../.backups  
eqemu_config.json Vahlara.pl  
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ █
```

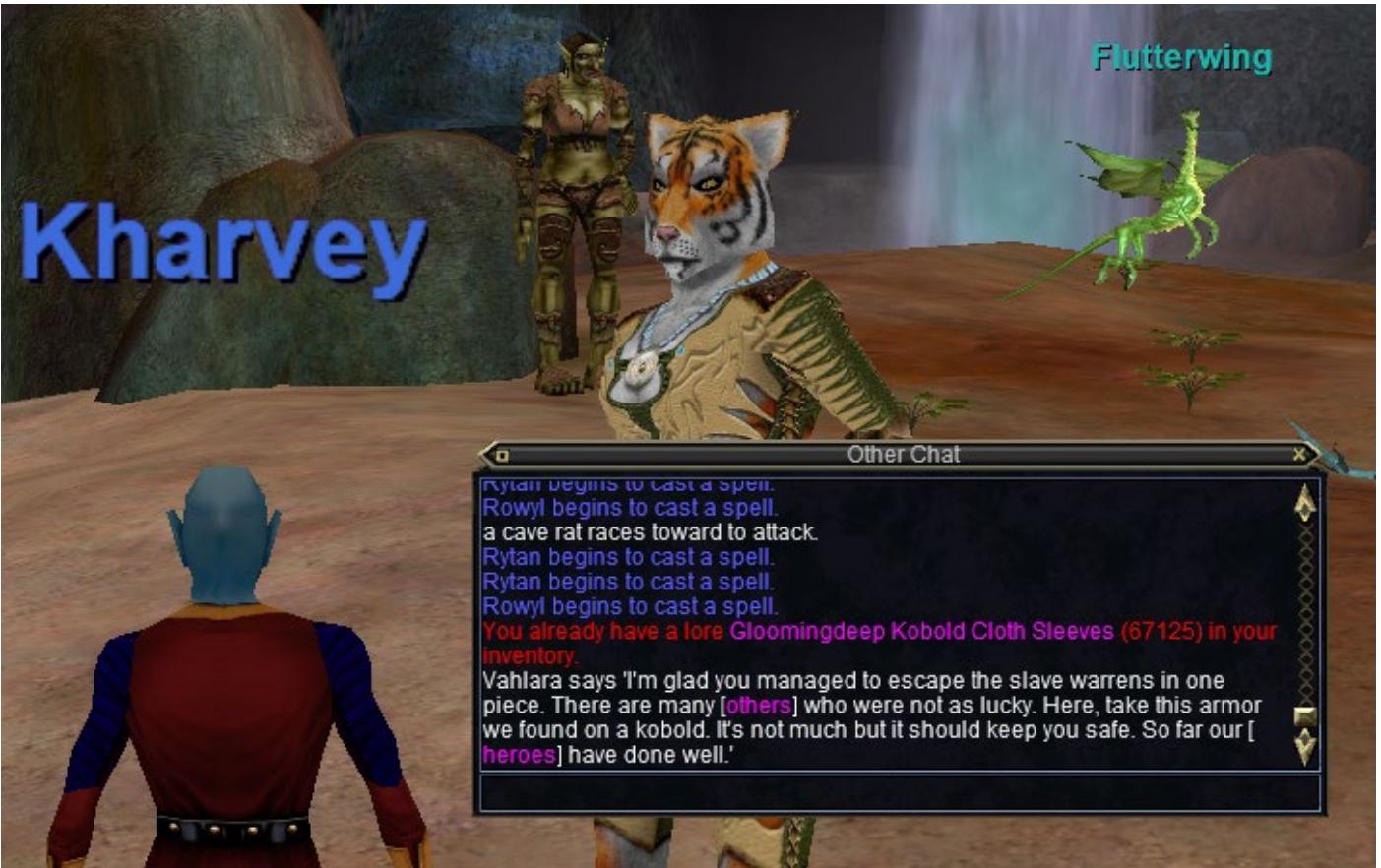
A close-up photograph of several hands of different skin tones and ages joined together in a circle, symbolizing unity, teamwork, and support. The hands are positioned in the upper half of the frame against a dark background.

We'll 'un-revert' the change

*We'll keep it this way to let everyone in
the team add their name*

Bringing back our change

- Our backup still exists because we only copied from it
- We verify that our change is active again by re-hailing Vahlara



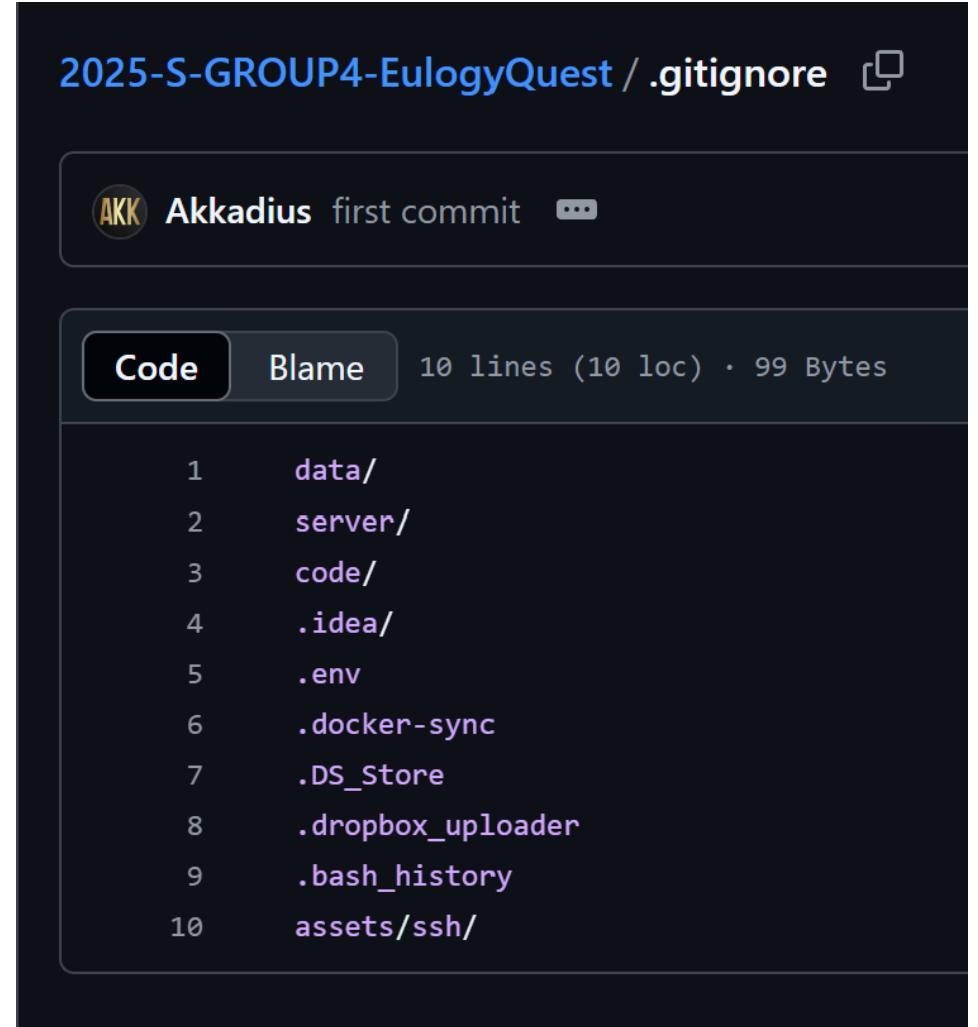
```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ rm Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ mv Vahlara.pl.bk Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ ls | grep Vah
Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ █
```

Now let's put
up the PR



Problem: our quest folder is being .gitignore'd

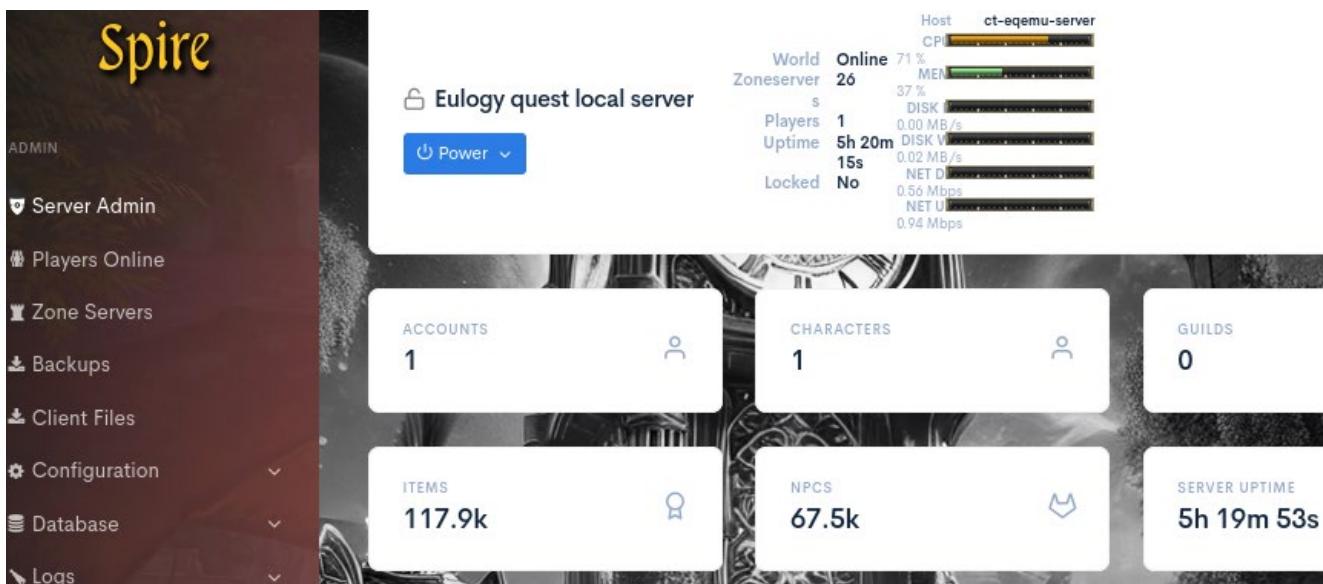
But..... let's think this through



A screenshot of a GitHub commit page for the file '.gitignore' in the repository '2025-S-GROUP4-EulogyQuest'. The commit was made by 'Akkadius' on their first commit. The commit message is not visible. The code tab is selected, showing the following content:

```
1  data/
2  server/
3  code/
4  .idea/
5  .env
6  .docker-sync
7  .DS_Store
8  .dropbox_uploader
9  .bash_history
10 assets/ssh/
```

There are thousands of NPCs



- There are currently 67.5 thousand NPCs
- We should only track NPC files which we change
- We'll need to make a change to .gitignore
- We should get credit for the change
- Each time we track another NPC, we'll need to update .gitignore
- The team member making the change should make sure to triage the task in order to get credit
- This PR should be minimal, making a change only to .gitignore (before making the other related changes)
- The “other related changes” themselves should be minimal, assigning an issue and PR for only a single-file change if possible.

Un-ignore, selectively

- From part of a tutorial session with ChatGPT

```
what if i only wanted to un-ignore  
a specific file in server/quests/ ,  
such as server/quests/this_file.txt ?  
  
If you want to ignore everything inside server/ , except  
for a specific file like server/quests/this_file.txt ,  
follow these steps:  
  
.gitignore Rules:  
  
gitignore Copy code  
  
server/          # Ignore everything inside  
!server/quests/    # Un-ignore the quests/ dir  
!server/quests/this_file.txt # Explicitly track onl  
  
◀ ▶
```

Explanation:

1. server/ → Ignores everything inside server/ .
2. !server/quests/ → Allows Git to recognize the quests/ directory (but doesn't track its contents).
3. !server/quests/this_file.txt → Specifically ignores and tracks only this_file.txt .

Important Notes:

- Other files and subdirectories inside server/quests/ will still be ignored unless explicitly whitelisted.
- If server/quests/ is ignored and does not exist in the repository, Git might not track this_file.txt unless the parent directory is explicitly included.

Important Notes:

- Other files and subdirectories inside server/quests/ will still be ignored unless explicitly whitelisted.
- If server/quests/ is ignored and does not exist in the repository, Git might not track this_file.txt unless the parent directory is explicitly included.

If this_file.txt is already ignored:

If the file was already ignored before updating .gitignore , force Git to recognize it:

```
sh Copy code  
  
git add -f server/quests/this_file.txt  
git commit -m "Tracking only this_file.txt in ignore  
  
◀ ▶
```

But I have uncommitted changes

- I made a change to Vahlara.pl
- Vahlara.pl is un-tracked
- So, we have 3 options:
 1. I could stash, but I'd have to stash with the –u flag, and I'm not sure if that would stash ALL untracked files in the directory.
 2. **I could manually move the file, restore the original Vahlara.pl and proceed to create a new feature branch for the change to .gitignore**
 3. I could include the change to .gitignore and include this on the current feature. But doing so would lose the change information due to the original Vahlara.pl being untracked. We would only track post-edit Vahlara.

Given the options, I'll choose the second option (from last slide). Now I have the following tasks:

1. I'll temporarily restore the old Vahlara.pl and move the edited version to backup, naming it Vahlara.pl.new
2. Then I'll create a new youtrack card
3. Then I'll create a new github issue, linking it to the youtrack card
4. I'll edit .gitignore. (**What do we do before editing?**)
5. I'll commit the change with the magic “this fixes#234” words
6. I'll push that change to a same-named upstream/feature branch
7. I'll create a PR
8. I'll delete the feature branch after the PR is accepted
((Ooops! First merge upstream/master into local/master!!))
9. I'll then make sure akka-stack/server/quests/tutorialb/Vahlara.pl is tracked
10. Then I'll continue the quest-work on the first feature branch (re-implementing our change)

1.

Temporarily restore the old Vahlara.pl and move the edited version to backup, naming it Vahlara.pl.new

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ grep "Kharvey" Vahlara.pl
    quest::say("Many thanks to our heroes: Kharvey, .");
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ mv Vahlara.pl Vahlara.pl.new
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ mv Vahlara.pl.new ../../../../akk-stack/backups/
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ mv Vahlara.pl.new ../../../../../backups/
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ cp ../../../../../backups/Vahlara.pl .
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ ls | grep Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ grep "Kharvey" Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$
```

2.a

- create a new youtrack card
- All Eulogy-quest team members can create new issues/cards
- Click “New issue”

The screenshot shows the YouTrack web application interface. At the top, there is a browser header with a back button, forward button, refresh button, a lock icon, and the URL "eulogy-quest.youtrack.cloud/issues". To the right of the URL are several icons: a magnifying glass, a camera, a shield, a right-pointing arrow, a heart, a download arrow, a grid, a gear, and a copy icon. Below the browser header is a navigation bar with links to "Eulogy", "Bookmarks Bar (Edge)", "University of Nevada...", "B-Tree Visualization", "QuickAccess", "dataScience", and "(43) Emacs From Scr...". On the far right of the navigation bar are two more icons: a double-right arrow and a double-left arrow.

The main content area has a dark blue header with the "YouTrack" logo on the left. The "Issues" button is highlighted with a pink gradient, indicating it is the active section. To the right of the header, there is a "New issue" button in a blue box. Below the header, there is a sidebar with links to "Drafts", "Projects", "Tags", and "Saved Searches".

The main workspace is titled "Issues" and shows a count of 61. It features a search bar with a placeholder "Search for text or add a filter" and a "Switch to query mode" link. Below the search bar are sorting and filtering options: "ID", "Summary", "State", and a plus sign/gear icon for more settings. At the bottom of the workspace, there is a horizontal navigation bar with icons for "Issues", "Dashboards", and "Agile Boards".

2.b

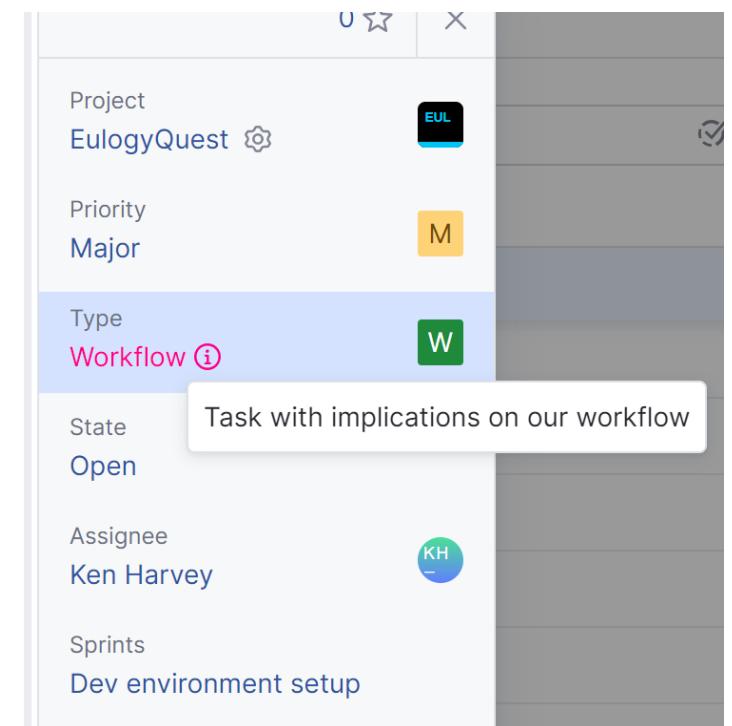
- New youtrack issue/card
- Priority: Major
- Type (new) Workflow: “Task with implications on our workflow”
- Also choose values for ‘Assignee’ and ‘Sprints’
- Click “Create” when done

First amend .gitignore to track NPCs we intend to change

The cloned .gitignore wisely does not track server/.
If we only tracked server/quests/, we would then be tracking at least 67, 500 more files; no thanks.

Our quest-edits change NPCs whose script files live in server/quests/<zone>/<NPC>.pl .
We must whitelist these specific files before we edit them (in a new feature branch) in order to track the NPCs original behavior.

This is the first edit of .gitignore; I will make note of the requirement inside the .gitignore .



3.a



EUL-63 Created by Ken Harvey just now

First amend .gitignore to track NPCs we intend to change



Create new issue

Add a title *

EUL-63 First amend .gitignore to track NPCs we intend to change

Add a description

Write Preview

[EUL-63](https://eulogy-quest.youtrack.cloud/issue/EUL-63) First amend .gitignor



- create a new github issue, linking it to the youtrack card
- Click to copy the ID and summary in YouTrack (YT)
- Add new issue in GitHub (GH)
- Paste into “Add a title” and also into “Add a description: Write”
- Pasting to “Add a title” automatically omits the attempt at a web-link. **NICE**

3.b

- Updated issue list
- Note the (lowercase) tags: enhancement and workflow. `workflow` is a new tag.
- Type (uppercase): Feature
- Self-assigned task
- Milestone listed as DP-2
- EUL-63 doesn't need to be in brackets
- Make sure to add your name in parenthesis at the end (I didn't here)

The screenshot shows a GitHub search results page with the query `is:issue state:open`. The results list two open issues:

- EUL-63 First amend .gitignore to track NPCs we intend to change**
Type: **enhancement**, **workflow**
Author: kennethken73
Opened: 1 minute ago
Milestone: DP-2
- [EUL-62] Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)**
Type: **good first issue**
Author: kennethken73
Opened: 5 hours ago
Milestone: DP-2

3.c

Click paths taking us from the git issue to the youtrack card

The diagram illustrates the flow of navigation from a GitHub issue to a YouTrack card. It starts with a GitHub issue card for "EUL-63 First amend .gitignore to track NPCs we intend to change". A large orange arrow points from the GitHub card to a YouTrack card for the same issue. Another orange arrow points from the YouTrack card to the detailed view of the issue.

GitHub Issue Card:

- Open · Closed
- EUL-63 First amend .gitignore to track NPCs we intend to change (enhancement) #6 · kennethken73 opened 7 minutes ago · DP-2

YouTrack Card:

- Created by Ken Harvey 20 minutes ago
- Visible to issue readers
- 1 star

Issue Details:

★ First amend .gitignore to track NPCs we intend to change

The cloned .gitignore wisely does not track server/.
If we only tracked server/quests/, we would then be tracking at least 67, 500 more files; no thanks.
Our quest-edits change NPCs whose script files live in server/quests//.pl .
We must whitelist these specific files before we edit them (in a new feature branch) in order to track the NPCs original behavior.
This is the first edit of .gitignore; I will make note of the requirement inside the .gitignore .

Activity settings

Write a comment, @mention people

YouTrack Card Sidebar:

- Project EulogyQuest
- Priority Major
- Type Workflow
- State Open
- Assignee Ken Harvey
- Sprints Dev environment setup

3.d

[UNLV-CS472-672/2025-S-GROUP4-...](#) on Mar 12

• EUL-63 First amend .gitignore to track NPCs we intend to change #6

EUL-63 First amend .gitignore to track NPCs we intend to change

[enhancement](#) [workflow](#)

 You are assigned to and opened this issue

re to track NPCs we intend to change [enhancement](#)

- We need the github issue number
- Hover your cursor over the issue in the issue list, and a hover-display will have the number



The hover-display shows our github issue number: #6

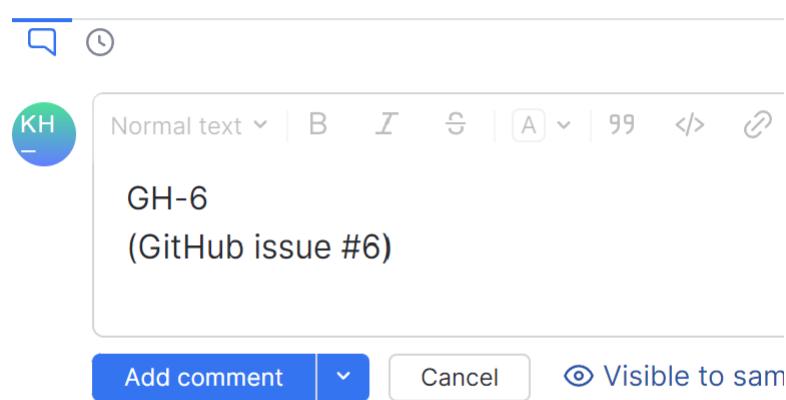


Hover cursor over the issue link

3.e

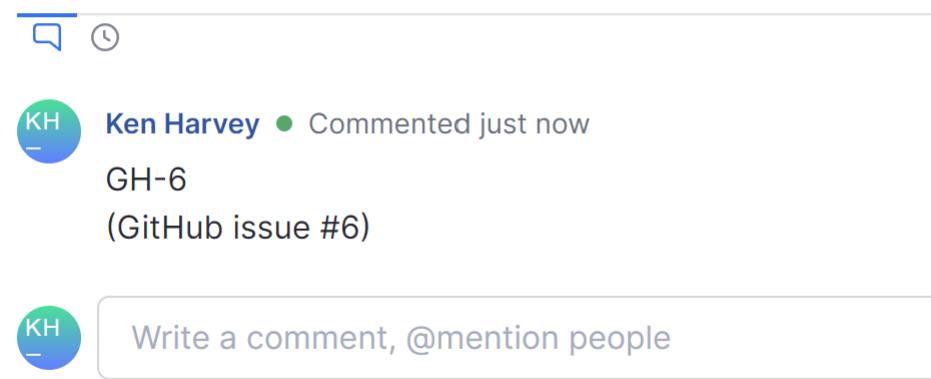
- Add the GH issue number to the youtrack card

This is the first edit of .gitignore; I will make note of



We must whitelist these specific tiles before we edit them (in

This is the first edit of .gitignore; I will make note of the requir



4.a

- I'll edit .gitignore
 - (What do we do before editing?)
- OK, looks good

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-62-4-kh_edit-npc
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout master
Switched to branch 'master'
Your branch is up to date with 'group-4-upstream/master'.
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git fetch group-4-upstream
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/EUL-54-AddRichardToReadme
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

4.b

- Always edit on a feature branch
- I'm now seeing that EUL-62 does not match with github issue #4! (I should have matched it with #5).
- There is one sequential number pool in github; issues and PR numbers take from this pool; those numbers don't change.

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-62-4-kh_edit-npc
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout -b EUL-63-6-kh_gitignore-whitelist
Switched to a new branch 'EUL-63-6-kh_gitignore-whitelist'
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-62-4-kh_edit-npc
* EUL-63-6-kh_gitignore-whitelist
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

4.c

- Deleting the local EUL-62... branch
- I'll recreate it and name it correctly later
- The branch was never created upstream, so no need to delete it from upstream
- I'm on my feature branch, so ready to edit

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-62-4-kh_edit-npc
* EUL-63-6-kh_gitignore-whitelist
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -d EUL-62-4-kh_edit-npc
Deleted branch EUL-62-4-kh_edit-npc (was f0924b7).
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* EUL-63-6-kh_gitignore-whitelist
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

4.d

```
## Eulogy-quest server/quests/<zone>/<NPC>.pl whitelist
##   All NPCs whose behavior is soon to be edited,
##   add them to this whitelist first!

# Un-ignore the quests/ directory (but not its contents yet)
# ((git issue #6))
#
## // ai-gen start (ChatGPT-4o, 0)
!server/quests/
## // ai-gen end

# Explicitly track only these specific files:
#
## // ai-gen start (ChatGPT-4o, 0)
!server/quests/tutorialb/Vahlara.pl
## // ai-gen end
#
# (Eulogy-quest team, add your NPCs to the whitelist below)
# (no need to copy the ai-gen part if you're instead copying me)
# <whitelist>:
# !server/quests/<zone>/<your_NPC>.pl
".gitignore" 32L, 723B
```

- My addition to .gitignore
- ChatGPT told me how to include a specific file from inside an ignored directory. Therefore, I have enclosed the provided code in `// ai-gen` tags, as required
- Further additions to this .gitignore should occur (and PR accepted/merged) before editing the NPC file
- Make sure you get credit.
Issue Triage
- The gitignore additions won't be meaningful, but the NPC edits will carry some weight

5 and 6.

- Add, commit, push
- Include the magic phrase “Closes #6”

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-63-6-kh_gitignore-whitelist
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   .gitignore

no changes added to commit (use "git add" and/or "git commit -a")
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* EUL-63-6-kh_gitignore-whitelist
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git add .gitignore
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-63-6-kh_gitignore-whitelist
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    modified:   .gitignore

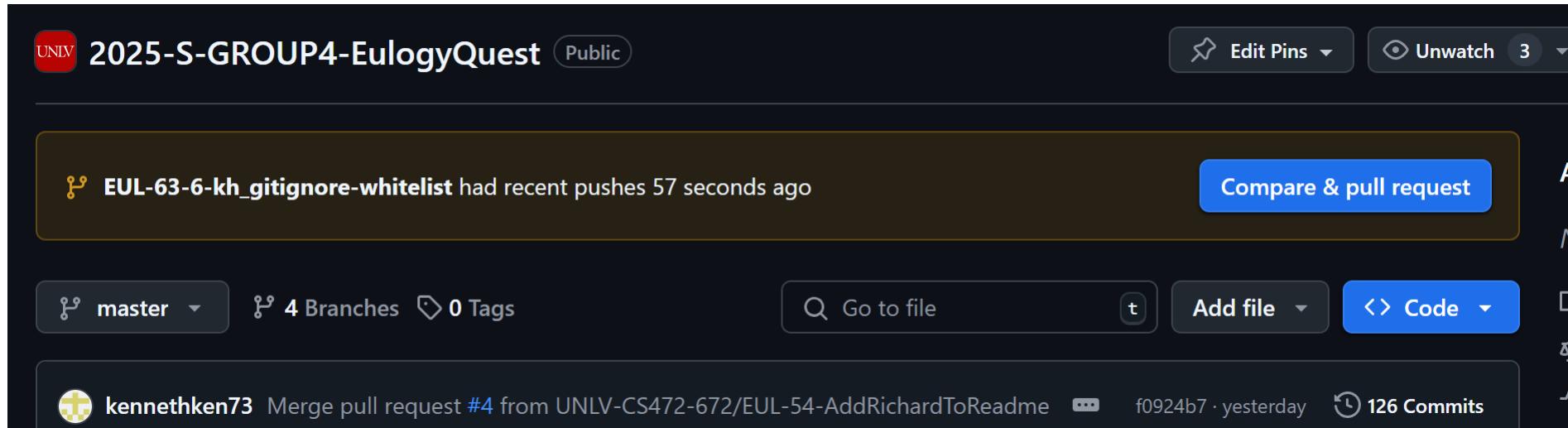
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git commit -m "Adding whitelist section for NPCs we add or change. Closes #6"
[EUL-63-6-kh_gitignore-whitelist c23825c] Adding whitelist section for NPCs we add or change. Closes #6
  1 file changed, 22 insertions(+)
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-63-6-kh_gitignore-whitelist
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git push group-4-upstream EUL-63-6-kh_gitignore-whitelist
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 2 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 696 bytes | 696.00 KiB/s, done.
Total 3 (delta 1), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
remote:
remote: Create a pull request for 'EUL-63-6-kh_gitignore-whitelist' on GitHub by visiting:
remote:     https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest/pull/new/EUL-63-6-kh_gitignore-whitelist
remote:
remote: To https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest.git
 * [new branch]      EUL-63-6-kh_gitignore-whitelist -> EUL-63-6-kh_gitignore-whitelist
```

- Exactly what we want to see

7.a

Great!

Create the PR



7.b

The screenshot shows a GitHub pull request and a YouTrack ticket side-by-side. On the left is the GitHub pull request for issue #6, which adds a whitelist section for NPCs. The pull request has a commit message: "Adding whitelist section for NPCs we add or change. Closes #6". On the right is the YouTrack ticket for EUL-63, titled "First amend .gitignore to track NPCs we intend to change". The ticket includes sections for Reviewers, Assignees, Labels, Projects, Milestone, Development, and Notifications.

kennethken73 commented 3 minutes ago

Overview

The cloned .gitignore wisely does not track server/.
If we only tracked server/quests/, we would then be tracking at least 67, 500 more files; no thanks.

Our quest-edits change NPCs whose script files live in server/quests/<zone>/.pl.
We must whitelist these specific files before we edit them (in a new feature branch) in order to track the NPCs original behavior.

This is the first edit of .gitignore; I will make note of the requirement inside the .gitignore .

Closes [#6](#)
(Importantly, adding the closes-magic-phrase in the title does not work. That has to be here. Furthermore, having added it to the commit message would normally send that text here to the description portion; however, we have a (terrific) template in place instead, so I don't think the commit message gets copied over, and I don't think it will close automatically without us adding this phrase in by-hand.)

YouTrack Ticket

- <https://eulogy-quest.youtrack.cloud/issue/EUL-63/First-amend-.gitignore-to-track-NPCs-we-intend-to-change>

GitHub Issue

- [EUL-63 First amend .gitignore to track NPCs we intend to change #6](#)

Adding whitelist section for NPCs we add or change. Closes #6

Member ...

Reviewers
No reviews
Still in progress? [Convert to draft](#)

Assignees
No one [assign yourself](#)

Labels
[enhancement](#) [workflow](#)

Projects
None yet

Milestone
DP-2

Development
Successfully merging this pull request may close these issues.

EUL-63 First amend .gitignore to track NPCs we i...

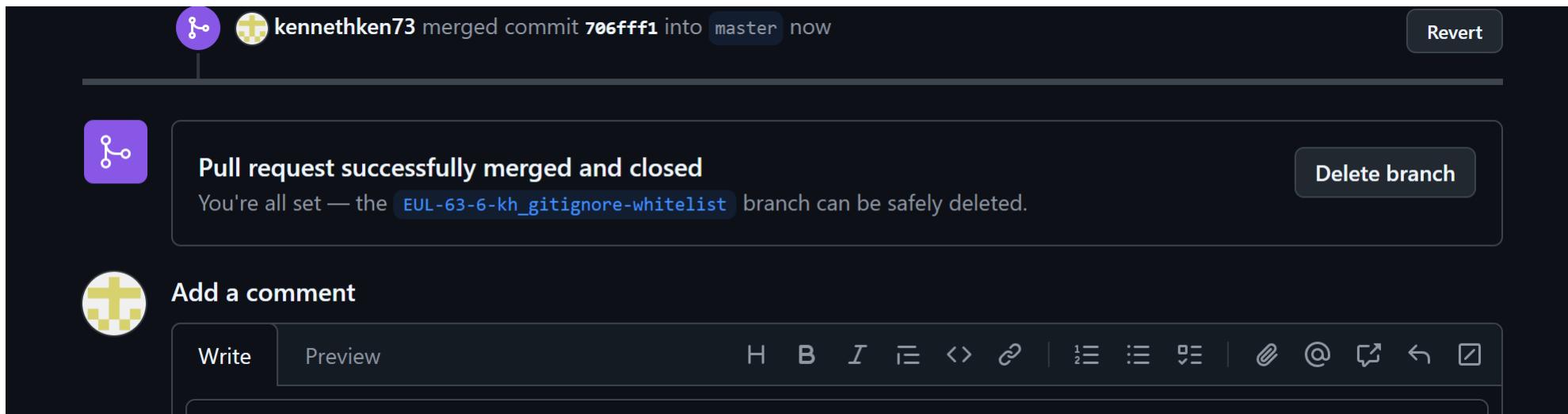
Notifications [Customize](#)

c23825c [Unsubscribe](#)

- I copied from the youtrack ticket for the first part of this overview
- The “Closes” portion describes the need to add that phrase by-hand here.

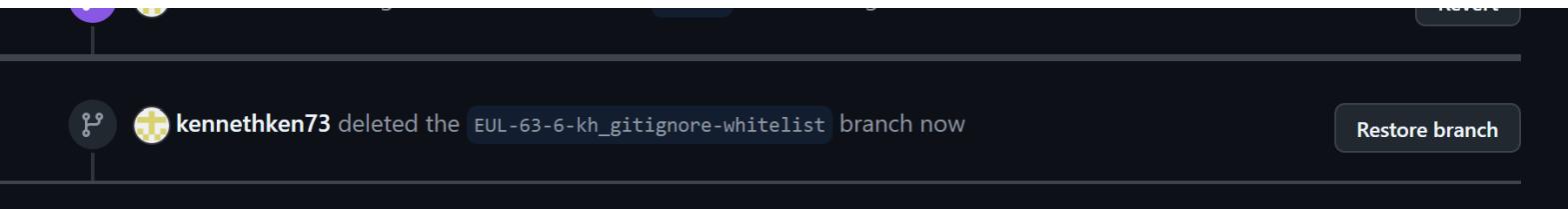
8.

- Delete the feature branch after the PR is accepted
- This will delete the upstream feature branch
- We'll still need to delete our local feature branch



8.b

- Upstream feature branch deleted
- Now delete the local feature branch
- Wait! Our local is telling us that we're not fully merged?



```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -d EUL-63-6-kh_gitignore-whitelist
error: The branch 'EUL-63-6-kh_gitignore-whitelist' is not fully merged.
If you are sure you want to delete it, run 'git branch -D EUL-63-6-kh_gitignore-whitelist'.
```

8.c

- Before we can delete the local feature branch, we must get our local repo fully merged
1. We edited locally on a feature branch
 2. We pushed to the remote feature branch
 3. Our PR requested the remote/feature be merged into remote/master
 4. We're still back here with our changes on local/feature, while our requested changes are on remote/master now (post PR accept/merge)
 5. NOW we must pull (remember, that's fetch/review/merge for us) remote/master to our local/master.

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -d EUL-63-6-kh_gitignore-whitelist
error: The branch 'EUL-63-6-kh_gitignore-whitelist' is not fully merged.
If you are sure you want to delete it, run 'git branch -D EUL-63-6-kh_gitignore-whitelist'.
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ 
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-63-6-kh_gitignore-whitelist
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git fetch group-4-upstream master
remote: Enumerating objects: 1, done.
remote: Counting objects: 100% (1/1), done.
remote: Total 1 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
Unpacking objects: 100% (1/1), 949 bytes | 949.00 KiB/s, done.
From https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest
 * branch           master      -> FETCH_HEAD
   f0924b7..706ffff1  master      -> group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
commit 706ffff149ddcb75e31b98f7bea997e6a44a22656 (group-4-upstream/master)
Merge: f0924b7 c23825c
Author: Ken Harvey <kennethken73@gmail.com>
Date:   Thu Mar 13 00:38:39 2025 -0700

Merge pull request #7 from UNLV-CS472-672/EUL-63-6-kh_gitignore-whitelist

Adding whitelist section for NPCs we add or change. Closes #6

commit c23825cee14ab8708055a3276f17bf6e3ddf193b (group-4-upstream/EUL-63-6-kh_gitignore-whitelist)
kh_gitignore-whitelist)
Author: Ken Harvey <kennethken73@gmail.com>
Date:   Thu Mar 13 00:04:12 2025 -0700

    Adding whitelist section for NPCs we add or change. Closes #6
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git merge group-4-upstream/master
Updating f0924b7..706ffff1
Fast-forward
 .gitignore | 22 ++++++-----+
 1 file changed, 22 insertions(+)
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

8.d

- Now we have no problem deleting the local feature branch

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-63-6-kh_gitignore-whitelist
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -d EUL-63-6-kh_gitignore-whitelist
Deleted branch EUL-63-6-kh_gitignore-whitelist (was c23825c).
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```

9.

- Let's make sure akk-stack/server/quests/tutorial b/Vahlara.pl is tracked
- Not here yet. We'd see a 'server/' folder at least?
- Do we need to make a change first?

The screenshot shows a GitHub repository page for '2025-S-GROUP4-EulogyQuest'. The repository is public and has 128 commits. The master branch is selected, showing 3 branches and 0 tags. The repository has 3 watching and 1 fork. The code tab is active. The commit history includes several files like .github, assets, backup, containers, .env.example, .gitignore, LICENSE, Makefile, README.md, docker-compose.dev.yml, and docker-compose.yml, all related to development tools and backups. The repository has no releases or packages published.

2025-S-GROUP4-EulogyQuest Public

master 3 Branches 0 Tags

kennethken73 Merge pull request #7 from UNLV-CS472-672/EUL-63-6-kh_gitignore-w... 706fff1 · 36 minutes ago 128 Commits

.github do same thing for github yesterday

assets Development tools 2 weeks ago

backup [Backups] Player hourly snapshots (#45) 4 months ago

containers Development tools 2 weeks ago

.env.example [Auth] Basic auth proxy in front of peq-editor last month

.gitignore Adding whitelist section for NPCs we add or change. Closes ... 1 hour ago

LICENSE Create LICENSE 5 years ago

Makefile Development tools 2 weeks ago

README.md update readme with my name yesterday

docker-compose.dev.yml Development tools 2 weeks ago

docker-compose.yml Development tools 2 weeks ago

About

No description, website, or topics provided.

Readme

GPL-3.0 license

Activity

Custom properties

0 stars

3 watching

1 fork

Report repository

Releases

No releases published

Create a new release

Packages

No packages published

Publish your first package

Contributors 3

9.b

- Our .gitignore change is here (good)

```
7   .DS_Store
8   .dropbox_uploader
9   .bash_history
10  assets/ssh/
11
12  ## Eulogy-quest server/quests/<zone>/<NPC>.pl whitelist
13  ##   All NPCs whose behavior is soon to be edited,
14  ##   add them to this whitelist first!
15
16  # Un-ignore the quests/ directory (but not its contents yet)
17  # ((git issue #6))
18  #
19  ## // ai-gen start (ChatGPT-4o, 0)
20  !server/quests/
21  ## // ai-gen end
```

9.c

- Unfortunately, the file will not show up automatically.
- Even though
server/quests/tutorialb/Vahlara.pl
is whitelisted in .gitignore, git is not yet tracking it.
- Ok, time for a (faster) run on the issue triage.
Get your points.

does not show up on github's website. Must the file be changed first before it shows up?

If the whitelisted file is not showing up on GitHub, it is likely because Git has not yet tracked and committed it. Just whitelisting it in `.gitignore` does not automatically add it to the repository.

Manually force-add the file

If the file is not tracked, explicitly add it:

```
sh
```

 Copy code

```
git add -f server/quests/this_file.txt  
git commit -m "Tracking this_file.txt inside ignore file"  
git push origin feature-branch
```

Move the .gitignore youtrack card to “done”

- *Should have done this right after deleting the upstream/feature*
- *EUL-63*



Card

EUL-64 Created by Ken Harvey 14 minutes ago Updated by Ken Harvey just now Visible to issue readers

White-listed NPC files must be force-added to begin tracking them

In the future, whenever **preparing** to add or change an NPC, we will do two things:
(Remember, at this point we're on an up-to-date repo and we're on a feature-branch named let's say "EUL-234-33-kh_prepare-npcBob" and further that npcBob resides in the zone named zoneABC)

1. Add the NPCs script file to the .gitignore whitelist
2. Force-add the whitelisted file on the local repo.

```
1 echo "!server/quests/zoneABC/npcBob.pl" >> .gitignore
2 git add -f server/quests/zoneABC/npcBob.pl
3 git commit -m "Preparing npcBob for editing by:
4 > 1: Adding server/quests/zoneABC/npcBob.pl to the .gitignore whitelist
5 > 2: Tracking this file inside a .gitignored directory by force-adding it.
6 > Closes #33."
7 git push group-4-upstream EUL-234-33-kh_prepare-npcBob
```

sh (highlighting unavailable)

This youtrack issue tracks and documents the necessary update to our workflow.

Activity settings

Ken Harvey • Commented just now
Closes #8

Write a comment, @mention people

1

Project EulogyQuest
Priority Major
Type Workflow
State In Progress
Assignee Ken Harvey
Sprints Dev environment setup
Boards EulogyQuest Pr... Dev envir...

Board

YouTrack

Issues Dashboards Agile Boards Reports Projects Knowledge Base Gantt Charts Diagrams

Create Administration Help Notifications

Dev environment setup 4 — 18 Mar Start sprint 5 days left

Open In Progress To Verify

EUL-62 Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)

EUL-56 Solidify GitHub workflow by adding name to Readme/editing NPC (Jayson Kirchand-Patel)

EUL-57 Solidify GitHub workflow by adding name to Readme/editing NPC (Tanner Donovan)

EUL-58 Solidify GitHub workflow by adding name to Readme/editing NPC (Hardy Fenam)

EUL-59 Solidify GitHub workflow by adding name to Readme/editing NPC (Parham Pahlavan)

EUL-60 Solidify GitHub workflow by adding name to Readme/editing NPC (Michael Soffer)

EUL-61 Solidify GitHub workflow by adding name to Readme/editing NPC (Adam Hamou)

EUL-64 White-listed NPC files must be force-added to begin tracking them

In the future, whenever preparing to add or change an NPC, we will do two things: (Remember, at this point we're on an up-to-date repo and we're on a feature-branch named let's say "EUL-

KH Normal Task Not estimated Not estimated

JZ Normal Task Not estimated Not estimated

JK Normal Task Not estimated Not estimated

TD Normal Task Not estimated Not estimated

HF Normal Task Not estimated Not estimated

PP Normal Task Not estimated Not estimated

MS Normal Task Not estimated Not estimated

AH Normal Task Not estimated Not estimated

RV Normal Task Not estimated Not estimated

RV Normal Task Not estimated Not estimated

SUBTASKS 3 unresolved 7 resolved

EUL-44: Install/set up server and game client (Michael Soffer)

EUL-46: Install/set up server and game client (Kevin Ramos)

EUL-47: Install/set up server and game client (Hardy Fenam)

7 more ▾

RV Normal Task Not estimated Not estimated

EUL-54 Solidify GitHub workflow by adding name to Readme/editing NPC (Richard Vargason)

RV Normal Task Not estimated Not estimated

EUL-52 Solidify GitHub workflow by adding name to Readme/editing NPC

SUBTASKS 10 unresolved

EUL-53: Solidify GitHub workflow by adding name to Readme/e...

EUL-54: Solidify GitHub workflow by adding name to Readme/e...

EUL-55: Solidify GitHub workflow by adding name to Readme/e...

7 more ▾

RV Normal Task Not estimated Not estimated

KH Major Workflow

Issue

EUL-64 White-listed NPC files must be force-added to begin tracking them #8

[Edit](#) [New issue](#) [...](#)

[Open](#) [Feature](#)

kennethken73 opened 3 minutes ago

[EUL-64](#) White-listed NPC files must be force-added to begin tracking them.

The issue is that the initial workflow change only prepared NPCs for editing by adding them to the .gitignore whitelist. This file must also be force-added to git (both local and upstream).

We specifically address this by force-adding server/quests/tutorialb/Vahlara.pl
Doing so through the PR process documents this change and helps me produce an instructive ppx/pdf as I chronicle the process.

Future NPC preparations can and should be done as one PR which adds the NPC(s) both to the whitelist and to git tracking.

[Create sub-issue](#) [...](#)

 kennethken73 added [enhancement](#) [workflow](#) 3 minutes ago

 kennethken73 added this to the [DP-2](#) milestone 3 minutes ago

 kennethken73 self-assigned this 3 minutes ago

 kennethken73 added the [Feature](#) issue type 3 minutes ago

 Add a comment

Write Preview [H](#) [B](#) [I](#) | [≡](#) [<>](#) [♂](#) | [≡](#) [≡](#) [≡](#) | [@](#) [🔗](#) [✉](#)

Use Markdown to format your comment

Assignees  kennethken73

Labels  [enhancement](#) [workflow](#)

Type  [Feature](#)

Projects No projects

Milestone  [DP-2](#)
Due by March 23, 2025, 50% complete

Relationships None yet

Development Create a branch for this issue or link a pull request.

Notifications [Customize](#) [Unsubscribe](#)

You're receiving notifications because you're subscribed to this thread.

We're clean

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git fetch group-4-upstream
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
```

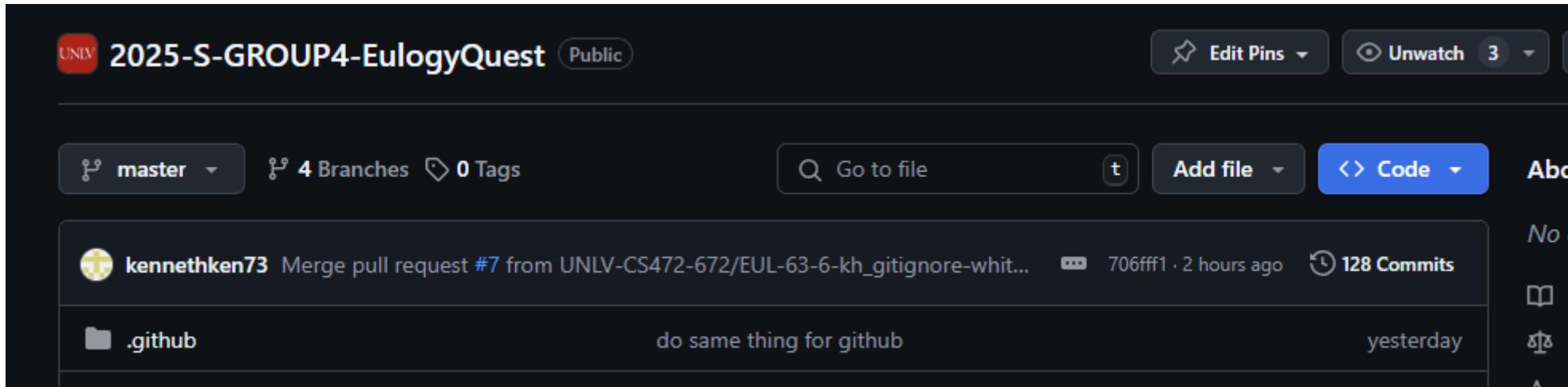
Feature-branch edit

- Checkout
- Edit and commit
- Push to upstream feature-branch

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout -b EUL-64-8-kh_force-add-whitelisted-files
Switched to a new branch 'EUL-64-8-kh_force-add-whitelisted-files'
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* EUL-64-8-kh_force-add-whitelisted-files
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git add -f server/quests/tutorial
tutoriala/ tutorialb/
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git add -f server/quests/tutorialb/Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git commit -m "Tracking server/quests/tutorialb/Vahlara.pl
> inside a .gitignore'd directory.
> These force adds should be on the same PR as the PR which adds the NPC file to the .gitignore whitelist.
> Closes #8"
On branch EUL-64-8-kh_force-add-whitelisted-files
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git push group-4-upstream EUL-64-8-kh_force-add-whiteliste
d-files
Total 0 (delta 0), reused 0 (delta 0), pack-reused 0
remote:
remote: Create a pull request for 'EUL-64-8-kh_force-add-whitelisted-files' on GitHub by visiting:
remote:     https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest/pull/new/EUL-64-8-kh_force-add-whit
elisted-files
remote:
To https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest.git
 * [new branch]      EUL-64-8-kh_force-add-whitelisted-files -> EUL-64-8-kh_force-add-whitelisted-files
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

No PR invitation?

- No invite to PR on the webpage
- Neither an invite to PR on the command line
- What happened?



No change

- Nothing changed, so git did nothing
- Notice the logs show no change

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/EUL-64-8-kh_force-add-whitelisted-files
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* EUL-64-8-kh_force-add-whitelisted-files
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-64-8-kh_force-add-whitelisted-files
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```

Make a small change

- We need a small change in Vahlara.pl
- The beginning of the file looks like there's some tooling going on which uses commented-out material
- So, lets append a message at the end of the file instead

```
Programmer@akk-server-local:~/akk-stack$ vim quest/Vahlara.pl
}
# Eulogy-quest edited file
<logy-akk-server-local/akk-stack/server/quests/tutorialb/Vahlara.pl" 60L, 4490B
```

Still nothing

- This is a bug
- We're (frustratingly) still clean
- So, we can Issue Triage yet further
- It appears that we need to whitelist each parent directory of server/quests/tutorialb/Vahlara.pl
- This allows git to look inside the directories when told to do so (basically).
- Our bug is that we have given permission to look in server/quests/ (but not to automatically track its contents), while we have failed to also allow git to look inside server/quests/tutorialb/ as well.

Issue Triage

- Card
- Issue
- Git clean & feature branch
- Edit, commit, PR, PR accept/merge
- Fetch/view/merge upstream/master to local master
- Delete feature branch
- Verify issue closed
- Move Card to ‘done’

EUL-65 Created by Ken Harvey 3 minutes ago Updated by Ken Harvey just now Visible to issue readers

Directory-view whitelist incomplete in .gitignore

As already noted, the addition of many directories to .gitignore is a smart move. However, when we want to track files nested in one of these ignored directories, we must whitelist the ignored directory.

What this does is tell git not to track the directory or any of its files. Later whitelisting a file within does allow tracking just that allowed file. But, to do this you have to whitelist the ignored directory. This in effect says, "Don't track anything there unless I tell you".

So, we whitelisted server/quests/. Unfortunately it seems that this isn't enough to force a tracking of a file nested at server/quests/tutorialb/Vahlara.pl, for example. Apparently, we must also whitelist server/quests/tutorialb/ and perhaps also server/ itself to permit git to track this file nested in an ignored directory.

```
1 !server/          # might need to add
2 !server/quests/   # current
3 !server/quests/tutorialb/ # definitely need to add
```

sh (highlighting unavailable)



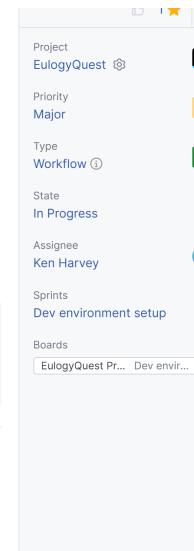
①

Activity settings

Ken Harvey Commented just now

Fixes #9

Write a comment, @mention people



```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-64-8-kh_force-add-whitelisted-files
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout master
Switched to branch 'master'
Your branch is up to date with 'group-4-upstream/master'.
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git fetch group-4-upstream
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
EUL-64-8-kh_force-add-whitelisted-files
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/EUL-64-8-kh_force-add-whitelisted-files
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout -b EUL-65-9-kh_whitelist-bug
Switched to a new branch 'EUL-65-9-kh_whitelist-bug'
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```

① EUL-65 Directory-view whitelist incomplete in .gitignore bug workflow

Bug #9 · kennethken73 opened 1 minute ago · ↗ DP-2

Ready

Don't `git add .`

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-65-9-kh_whitelist-bug
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   .gitignore

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    server/

no changes added to commit (use "git add" and/or "git commit -a")
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git add .gitignore
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-65-9-kh_whitelist-bug
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    modified:   .gitignore

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    server/
```

```
# Un-ignore the quests/ directory (but not its sub-directories)
# ((git issue #6))
#
!server/
#
## // ai-gen start (ChatGPT-4o, 0)
!server/quests/
## // ai-gen end
#
!server/quests/tutorialb/

# Explicitly track only these specific files:
#
## // ai-gen start (ChatGPT-4o, 0)
!server/quests/tutorialb/Vahlara.pl
## // ai-gen end
#
# (Eulogy-quest team, add your NPCs to the whitelist if you're
# (no need to copy the ai-gen part if you're
# <whitelist>:
# !server/quests/<zone>/                                # if you're
# !server/quests/<zone>/<your_NPC>.pl
~
```

- *Me made our edit to .gitignore*
- `git status` shows we can stage both .gitignore AND server/
- *If we `git add .` , it will try to stage everything in server/ (**BAD**)*

So, ChatGPT lied?

(No, but we'll find that out later)

logs/	logs/debug.log	Wait a minute! Shouldn't logs/important.log be negated in the example on the left
!logs/important.log	logs/important.log	Nope! Due to a performance-related quirk in Git, you can not negate a file that is ignored due to a pattern matching a directory

- Atlassian doc below on the left
<https://www.atlassian.com/git/tutorials/saving-changes/gitignore>
- Stackoverflow below on the right
<git - How do negated patterns work in .gitignore? - Stack Overflow>

I think that what you actually want to do is:

237

aaa/*
!aaa/ccc

You're telling it "don't look in aaa" so it never even examines the path aaa/ccc. If you use the wildcard, it still reads the contents of aaa, then each entry matches the wildcard and is ignored, except aaa/ccc which gets put back in.

Restart my feature-branch

- *IF ChatGPT isn't lying*, then I should be able to
 1. `git checkout feature-branch`
 2. `git reset --hard master`
- This should reset my work so that I can start over on the bugfix of .gitignore

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-64-8-kh_force-add-whitelisted-files
* EUL-65-9-kh_whitelist-bug
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git reset --hard master
HEAD is now at 706ffff Merge pull request #7 from UNLV-CS472-672/EUL-63-6-kh_gitignore-whitelist
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-65-9-kh_whitelist-bug
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ █
```

Update card

- *Thankfully, the issue was worded to express the issue rather than the intended solution, if only slightly so.*
- *Next time I'll make the title of any bugfix more strongly align with the problem.*
- *Better: ".gitignore not setup to allow tracking of a file hidden in an ignored directory."*

EUL-65  Updated by Ken Harvey just now 

Directory-view whitelist incomplete in .gitignore

nested at server/quests/tutorialb/vaniara.pi, for example. Apparently, we must also whitelist server/quests/tutorialb/ and perhaps also server/ itself to permit git to track this file nested in an ignored directory.

```
1 !server/                      # might need to add
2 !server/quests/                 # current
3 !server/quests/tutorialb/      # definitely need to add
```

sh (highlighting unavailable)

Activity settings

 Ken Harvey • Commented about 2 hours ago
Fixes #9

 Ken Harvey • Commented 2 minutes ago
The whitelist strategy is flawed. GPT lied, probably. Docs show that I should instead:

```
1 aaa/*
2 # or more likely: aaa/***
3 !aaa/ccc
```

Bash

 Ken Harvey • Commented just now
git - How do negated patterns work in .gitignore? - Stack Overflow
<https://www.atlassian.com/git/tutorials/saving-changes/gitignore>

Write a comment, @mention people

Project EulogyQuest 
Priority Major 
Type Workflow 
State In Progress
Assignee Ken Harvey 
Sprints Dev environment setup
Boards EulogyQuest Pr... Dev envir... X

Finally!

Eul 65 9 kh whitelist bug #13

 kennethken73 wants to merge 3 commits into `master` from `EUL-65-9-kh_whitelist-bug` 

Conversation 0 Commits 3 Checks 0 Files changed 2  

+73 -20 

kennethken73 commented 2 minutes ago

Overview

The problem was that we could not persist/track changes to NPC.pl files residing in server/quests/zoneABC/ because server/ was specified to be ignored. The work-around to this is to whitelist a directory or file despite the parent/ancestor directory being ignored. Unfortunately, getting this whitelisting working properly was not even possible due to quests/ itself being a git repo. This was a nested git repo situation, primarily, and a whitelist .gitignore strategy second. This change is a forced addition (via the command-line) of server/quests/tutorialb/Vahlara.pl to be tracked, along with a change to the .gitignore. The tracking of Vahlara.pl will not be possible for other's local repo unless they first delete (by hand) server/quests/.git; afterwards, they'll be able to pull and track this NPCs perl file. Of note, the change to .gitignore should require no more edits to enable further NPC.pl files to be tracked, as I figured out the **double-star' and '!negation methods of .gitignore.

Fixes #9

YouTrack Ticket

- <https://eulogy-quest.youtrack.cloud/issue/EUL-65/Directory-view-whitelist-incomplete-in-.gitignore>

Github Issue

- [EUL-65 Directory-view whitelist incomplete in .gitignore #9](#)



Reviewers
No reviews
Still in progress? [Convert to draft](#)

Assignees
kennethken73

Labels
 

Projects
None yet

Milestone
DP-2

Development
Successfully merging this pull request may close these issues.

 [EUL-65 Directory-view whitelist incomplete in .gi...](#)

- Big problem: nested .git repo
- Little problem: correct whitelist syntax
- Solving the little problem was made impossible until the big problem was fixed

Solution

(You'll want to do this as well)

Remove the nested .git repo

- You have to do this on your own on the command-line
- `rm -rf server/quests/.git`

If you add your own change to another NPC, you'll want to:

- `git add -f
server/quests/zoneA/npcB.pl`

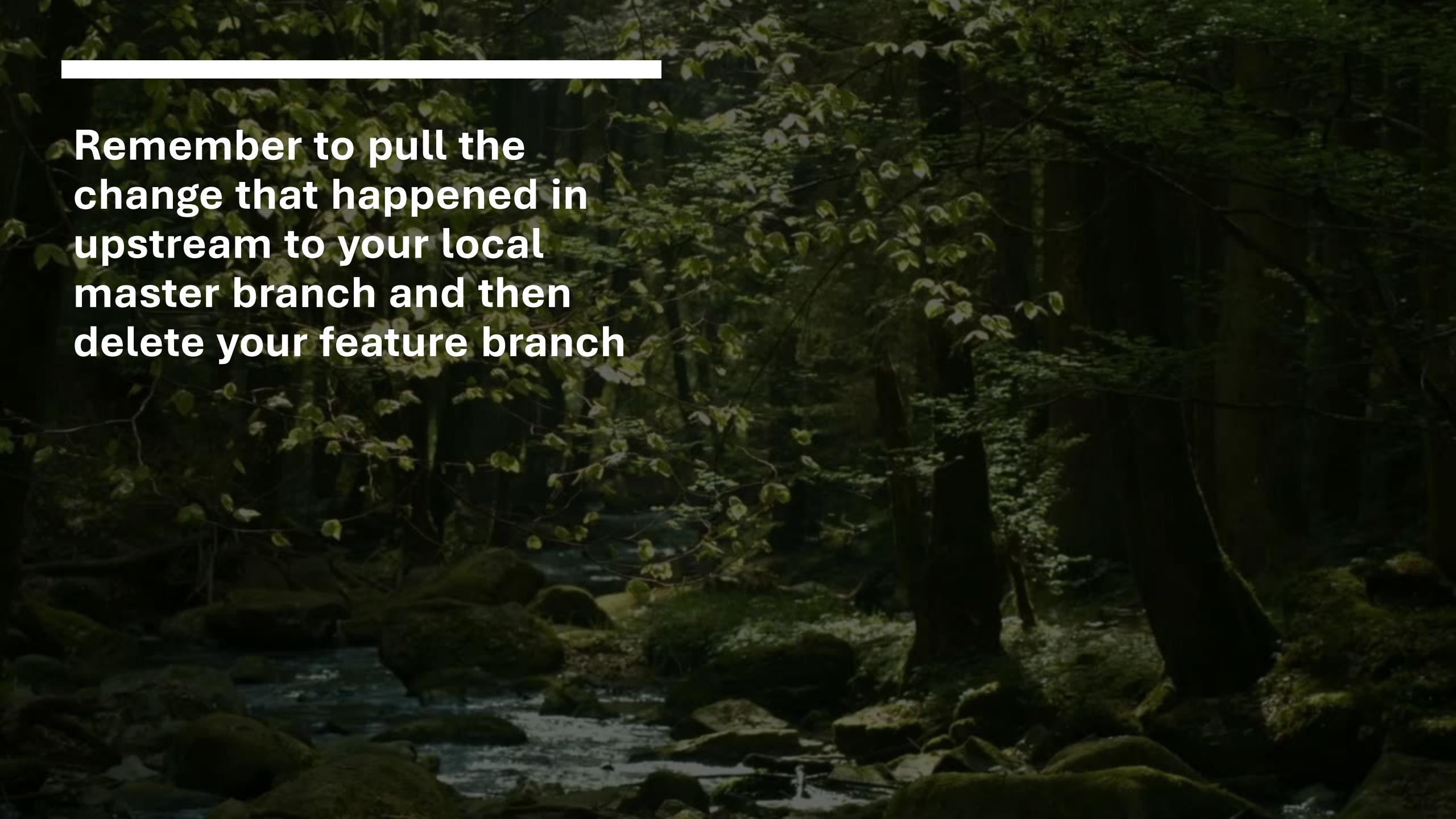
The screenshot shows a GitHub repository page. At the top, it says "UNIV 2025-S-GROUP4-EulogyQuest Public". A prominent message in the center says "Your master branch isn't protected" with a gear icon, followed by a link to "documentation". Below this, there's a summary: "master" branch, "7 Branches", "0 Tags", and a search bar. A recent commit from "kennethken73" is shown: "Merge pull request #13 from UNLV-CS472-672/EUL-65-9-kh". The repository structure is listed below:

Folder	Description
.github	do same thing for git
assets	Development tools
backup	[Backups] Player hour
containers	Development tools
server/quests/tutorialb	IT WORKS. We can pr
.env.example	[Auth] Basic auth pro

And there's our quest file

- I'm not even sure that you'll be able to pull from group-4-upstream if you don't delete the nested git repo at server/quests/.git (!)

**Remember to pull the
change that happened in
upstream to your local
master branch and then
delete your feature branch**



Fetch upstream

- Remember,
upstream/master changed
via PR.
- Our local/master hasn't yet!

```
Switched to branch 'master'
Your branch is up to date with 'group-4-upstream/master'.
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git fetch group-4-upstream master
remote: Enumerating objects: 1, done.
remote: Counting objects: 100% (1/1), done.
remote: Total 1 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
Unpacking objects: 100% (1/1), 916 bytes | 916.00 KiB/s, done.
From https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest
 * branch           master      -> FETCH_HEAD
   f64b880..0db91c0  master      -> group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
commit 0db91c0df91f0b88f78692f8a9f174bba9c4bc44 (group-4-upstream/master)
Merge: f64b880 fc48fac
Author: Ken Harvey <kennethken73@gmail.com>
Date:   Thu Mar 13 22:04:18 2025 -0700
```

Merge & delete

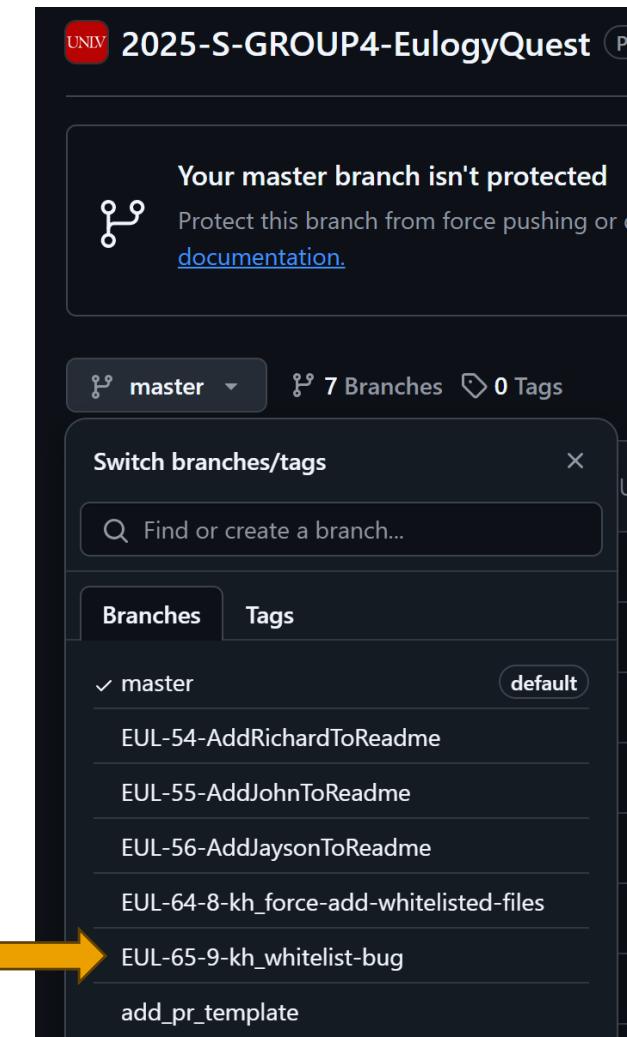
- Remember to be on the branch you want updates to merge-into

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git merge group-4-upstream/master
Updating f64b880..0db91c0
Fast-forward
 .gitignore | 33 ++++++-----+
 server/quests/tutorialb/Vahlara.pl | 60 ++++++++-----+
 2 files changed, 73 insertions(+), 20 deletions(-)
  create mode 100644 server/quests/tutorialb/Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch master
Your branch is up to date with 'group-4-upstream/master'.

nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -d EUL-65-9-kh_whitelist-bug
Deleted branch EUL-65-9-kh_whitelist-bug (was fc48fac).
```

The feature branch was also upstream, so delete it too

- Well, it had to be -- to do the PR process
- Good to always check anyway!
- So now we'll delete it from upstream
- We could have also deleted it using the GitHub webpage
- Lost tab-completion having deleted it locally, though



```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-64-8-kh_force-add-whitelisted-files
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git push group-4-upstream --delete EUL-65-9-kh_whitelist-bug
To https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest.git
 - [deleted]      EUL-65-9-kh_whitelist-bug
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```

**Where were we,
like 40 slides ago?
Oh yeah
10.**

- “Then I’ll continue the quest-work on the first feature branch (re-implementing our change)”
- We’ll move our NPC quest file back (from backup) and commit the change

Back to our previous feature-branch

- Aha! We always check to see if we're clean
- We're not
- And we know (visually) why: the branch this feature branched from has new additions, namely our whitelist bugfix
- We must pull fetch/merge that in

```
EUL-64-8-kh_force-add-whitelisted-files
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git checkout EUL-64-8-kh_force-add-whitelisted-files
Switched to branch 'EUL-64-8-kh_force-add-whitelisted-files'
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-64-8-kh_force-add-whitelisted-files
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
commit 0db91c0df91f0b88f78692f8a9f174bba9c4bc44 (group-4-upstream/master, master)
Merge: f64b880 fc48fac
Author: Ken Harvey <kennethken73@gmail.com>
Date:   Thu Mar 13 22:04:18 2025 -0700
```

Merge pull request #13 from UNLV-CS472-672/EUL-65-9-kh_whitelist-bug

Fetch/view/merge

And we're clean again



```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* EUL-64-8-kh_force-add-whitelisted-files
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git fetch group-4-upstream master
From https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest
 * branch            master      -> FETCH_HEAD
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
commit 0db91c0df91f0b88f78692f8a9f174bba9c4bc44 (group-4-upstream/master, master)
Merge: f64b880 fc48fac
Author: Ken Harvey <kennethken73@gmail.com>
Date:   Thu Mar 13 22:04:18 2025 -0700

        Merge pull request #13 from UNLV-CS472-672/EUL-65-9-kh_whitelist-bug

        Eul 65 9 kh whitelist bug

commit fc48facd601036e8aeee01f4e5a8adcca5fca717e
Author: Ken Harvey <kennethken73@gmail.com>
Date:   Thu Mar 13 21:19:52 2025 -0700

        Fixed/cleaned-up message/instructions on tracking behavior and the method for tracking npc.pl files. Specifically, made it clear that no additions needed to be made to the .gitignore, and that the changes are command-line based.

commit 6192e790c9083435bc053f79b23a48a4cc1c64f4
Author: Ken Harvey <kennethken73@gmail.com>
Date:   Thu Mar 13 21:08:22 2025 -0700

        IT WORKS. We can proceed with the whitelist idea for .gitignore. Having the nested git repo in quests/ was the issue.

commit 5cced407bfeadcdd9a4b67d409ce9c84e3d0875b
Author: Ken Harvey <kennethken73@gmail.com>
Date:   Thu Mar 13 21:05:54 2025 -0700

        deleting .git from quests/; changed .gitignore to recursive ignore all files in server/, but allow tracking of files within server/quests/ (I hope, at least).
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git merge group-4-upstream/master
Updating f64b880..0db91c0
Fast-forward
  .gitignore          | 33 ++++++-----+
  server/quests/tutorialb/Vahlara.pl | 60 ++++++-----+
2 files changed, 73 insertions(+), 20 deletions(-)
  create mode 100644 server/quests/tutorialb/Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-64-8-kh_force-add-whitelisted-files
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```

Swap our previous NPC change back-in

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* EUL-64-8-kh_force-add-whitelisted-files
  master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ exit
exit
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ ls | grep Vahlara.pl
Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ ls ../../../../../../backups/ | grep Vahlara.pl
Vahlara.pl.new
Vahlara.pl.new
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ mv Vahlara.pl ../../../../../../backups/Vahlara.pl.bk
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ mv ../../../../../../backups/Vahlara.pl.new .
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ mv Vahlara.pl.new Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ ls | grep Vahlara.pl
Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack/server/quests/tutorialb$ █
```



And there's our change

Other Chat

TINKERER KENDON BEGINS TO CAST A SPELL.
You already have a lorc Gloomdeep Kobold Cloth Sleeves (67125) in your inventory.
Vahlara says 'I'm glad you managed to escape the slave warrens in one piece. There are many [others] who were not as lucky. Here, take this armor we found on a kobold. It's not much but it should keep you safe. So far our [heroes] have done well.'
Tinkerer Oshran begins to cast a spell.
You say, 'heroes'
Vahlara says 'Many thanks to our heroes: Kharvey,.'

Tinkerer Gordish begins to cast a spell.

Force-add, Commit, Push

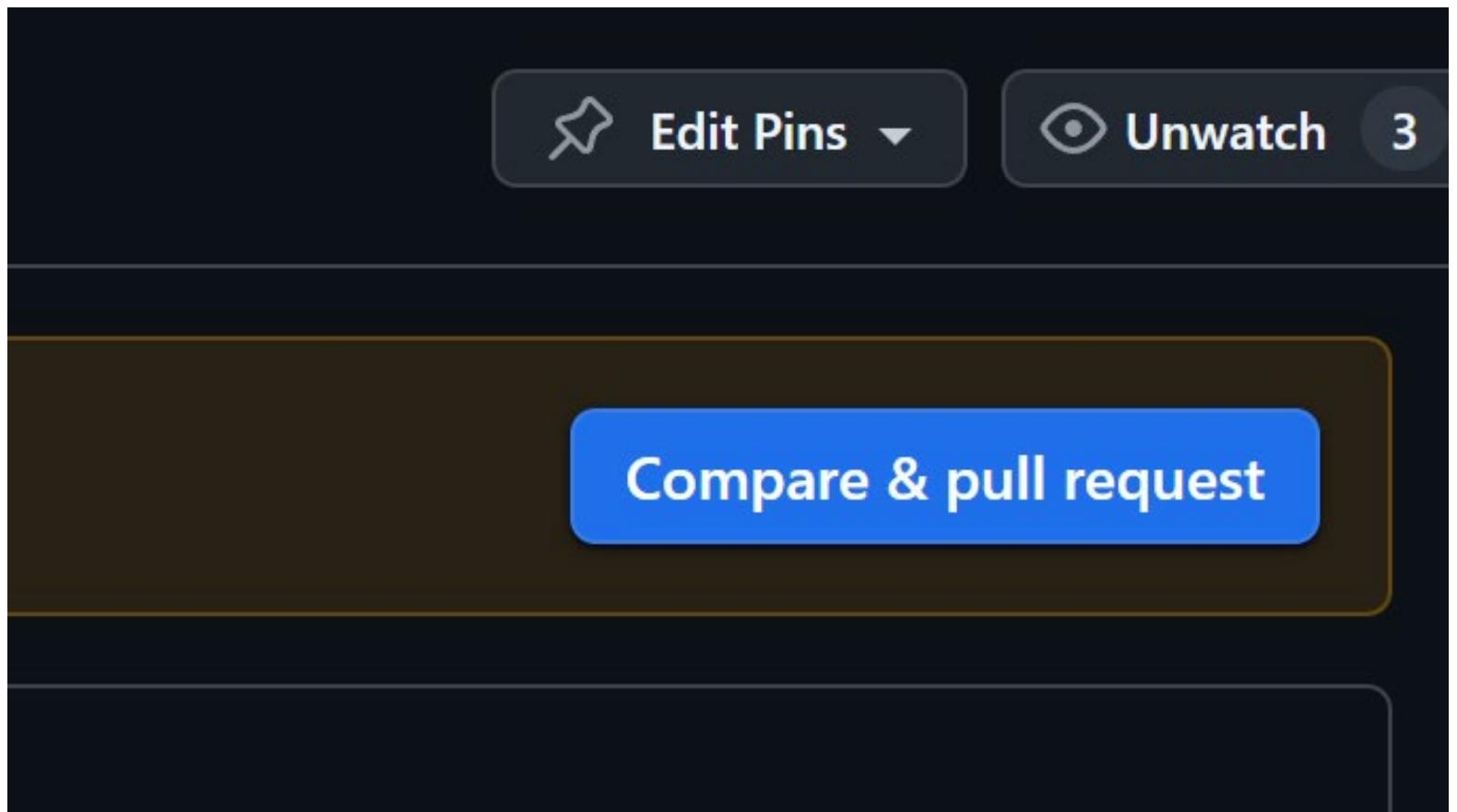
- *Adding from the quests directory will always be a force-add*

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-64-8-kh_force-add-whitelisted-files
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   server/quests/tutorialb/Vahlara.pl

no changes added to commit (use "git add" and/or "git commit -a")
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git add server/quests/tutorialb/Vahlara.pl
The following paths are ignored by one of your .gitignore files:
server/quests
hint: Use -f if you really want to add them.
hint: Turn this message off by running
hint: "git config advice.addIgnoredFile false"
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git add -f server/quests/tutorialb/Vahlara.pl
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-64-8-kh_force-add-whitelisted-files
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    modified:   server/quests/tutorialb/Vahlara.pl

sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git commit -m "Changed NPC behavior (text) for tutorialb/Vahlara. Fixes #5, Fixes #8. fix-5 due to common team assignment, fix-8 due to needing it implement(ed/able) via bugfix."
[EUL-64-8-kh_force-add-whitelisted-files 7f9db08] Changed NPC behavior (text) for tutorialb/Vahlara
. Fixes #5, Fixes #8. fix-5 due to common team assignment, fix-8 due to needing it implement(ed/abl
e) via bugfix.
1 file changed, 4 insertions(+), 2 deletions(-)
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git status
On branch EUL-64-8-kh_force-add-whitelisted-files
nothing to commit, working tree clean
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git log HEAD..group-4-upstream/EUL-64-8-kh_force-
add-whitelisted-files
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git push group-4-upstream EUL-64-8-kh_force-add-w
hitelisted-files
Enumerating objects: 11, done.
Counting objects: 100% (11/11), done.
Delta compression using up to 2 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (6/6), 655 bytes | 655.00 KiB/s, done.
Total 6 (delta 2), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (2/2), completed with 2 local objects.
To https://github.com/UNLV-CS472-672/2025-S-GROUP4-EulogyQuest.git
  706fff1..7f9db08  EUL-64-8-kh_force-add-whitelisted-files -> EUL-64-8-kh_force-add-whitelisted-f
iles
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```

PR advert,
excellent



Get your points (I mean your PR)

A screenshot of a GitHub pull request interface. At the top left is a YouTrack card icon. The pull request is from user `kennethken73` and was commented 8 minutes ago. The title of the pull request is "Github (GH) issue 5 (youtrack card EUL-62)".

Overview

Github (GH) issue 5 (youtrack card EUL-62) was an individual version of a task assigned to us all: Demonstrate proficiency in our custom client/server development environment workflow by making an otherwise simple addition to both the repo's README.md and to the script of an in-game NPC (all while doing it in a manner consistent with tracking our progress). This second part is what necessitated the additional task of un-blocking our ability to persist and distribute these NPC changes via git version control. This was a priority workflow bugfix (EUL-64 / GH-8), as it was necessary for the rest of the team to complete their tasks.

Closes #5, Fixes #8

YouTrack Ticket

- <https://eulogy-quest.youtrack.cloud/issue/EUL-64/White-listed-NPC-files-must-be-force-added-to-begin-tracking-them>
- <https://eulogy-quest.youtrack.cloud/issue/EUL-62/Solidify-GitHub-workflow-by-adding-name-to-Readme-editing-NPC-Ken-Harvey>

GitHub Issue

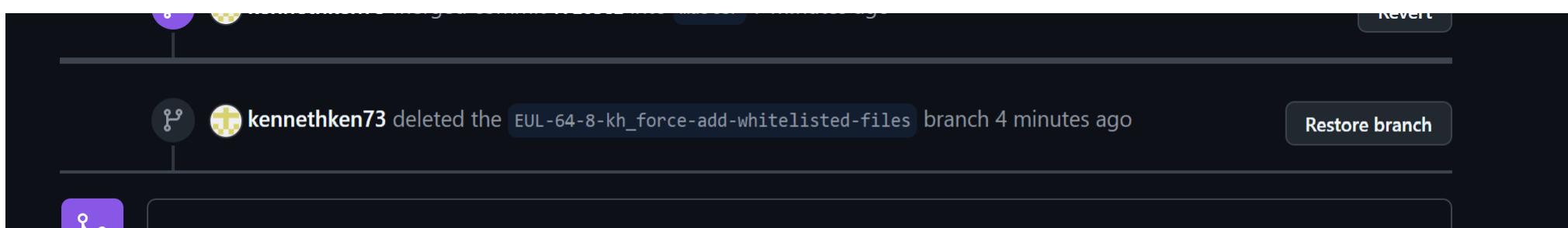
- [EUL-64 White-listed NPC files must be force-added to begin tracking them](#) #8
- [\[EUL-62\] Solidify GitHub workflow by adding name to Readme/editing NPC \(Ken Harvey\)](#) #5

At the bottom, there is a note: "Changed NPC behavior (text) for tutorialb/Vahlara. Fixes #5, Fixes #8...". The pull request has a status of "Still in progress? Convert to draft". It is assigned to `kennethken73`. Labels include "bug", "good first issue", and "workflow". The milestone is "DP-2". In the "Development" section, it says "Successfully merging this pull request may close these issues." with two corresponding items.

Delete your feature-branch

- From local
- From upstream

```
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
  EUL-64-8-kh_force-add-whitelisted-files
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch -d EUL-64-8-kh_force-add-whitelisted-f
iles
Deleted branch EUL-64-8-kh_force-add-whitelisted-files (was 7f9db08).
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$ git branch
* master
sov@vbox:~/opt/Eulogy-akk-server-local/akk-stack$
```



Close your youtrack tickets (Cards)



/ to
ive

iated
+

0	< To Verify
0	< Done

EUL-64 White-listed NPC files must be force-added to begin tracking them

In the future, whenever preparing to add or change an NPC, we will do two things: (Remember, at this point we're on an up-to-date repo and we're on a feature-branch named let's say "EUL-64")

KH ● Major ● Workflow

EUL-62 Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)

KH ● Normal Task Not estimated Not estimated

EUL-49 Install/set up server (John Zaleschuk)

JZ ● Normal Task Not estimated

EUL-65 Directory-view v

As already noted, the addition of many directories to .gitignore is a smart move. However, when some of these ignored directories, like

KH ● Major ● Workflow

EUL-41 Install/set up server (John Vargason)

S XL TV

< Done 29 cards

EUL-64 White-listed NPC files must be force-added to begin tracking them

In the future, whenever preparing to add or change an NPC, we will do two things: (Remember, at this point we're on an up-to-date repo and we're on a feature-branch named let's say "EUL-64")

KH ● Major ● Workflow

EUL-62 Solidify GitHub workflow by adding name to Readme/editing NPC (Ken Harvey)

KH ● Normal Task Not estimated Not estimated

EUL-49 Install/set up server and game client (John Zaleschuk)

JZ ● Normal Task Not estimated Not estimated

EUL-65 Directory-view whitelist incomplete in .gitignore

As already noted, the addition of many directories to .gitignore is



Please let me
know if you have
any issues