

# Setup Project Skills — MCP Server

---

A **Model Context Protocol (MCP) server** that auto-detects a project's technology stack and installs the matching GitHub Copilot skill folders into `<project>/skills/`, then updates `.vscode/settings.json` so Copilot discovers them.

Runs as a Docker container (recommended) or directly via `dotnet run`.  
Communicates over the MCP stdio protocol — no network ports required.

---

## Tools Exposed

Tool	Description
<code>detect_project_type</code>	Scans a directory and returns the detected technology type(s). <b>Read-only</b> .
<code>check_project_skills</code>	Dry-run: shows which skills would be added or are already present. <b>No changes</b> .
<code>setup_project_skills</code>	<b>Incremental</b> — copies new skill folders; leaves existing ones untouched.
<code>refresh_project_skills</code>	<b>Full refresh</b> — replaces all skill folders with the latest from source.

All tools accept these optional parameters:

Parameter	Description
<code>targetProject</code>	Absolute path to the project root. Defaults to the container's working directory.
<code>skillSourcePath</code>	Path to a local <code>awesome-copilot</code> clone. Skips auto-discovery.
<code>skillRepoUrl</code>	Git URL to clone if the repo isn't found locally. Overrides <code>AWESOME_COPILOT_REPO_URL</code> .

## Detected Project Types

Detection scans all files (excluding `.git/`, `node_modules/`, `bin/`, `obj/`) and is non-exclusive — a project can match multiple types.

Type	Key indicators
Blazor	<code>.razor</code> files + <code>.csproj</code> (also receives <code>Frontend</code> skills)
AspNetCoreApi	<code>.csproj</code> + <code>Program.cs</code> , no Razor / MAUI / Designer files
MAUI	<code>Microsoft.NET.Sdk.Maui</code> SDK or <code>&lt;UseMaui&gt;true</code> in <code>.csproj</code>
WinForms	<code>.csproj</code> + <code>.designer.cs</code> / <code>.designer.vb</code>

Type	Key indicators
Android	<code>AndroidManifest.xml</code> , <code>.kt</code> , or <code>.java</code> files
Frontend	<code>package.json</code> + <code>.ts/.tsx</code> , or <code>package.json</code> without <code>.csproj</code>
CppCMake	<code>.cpp</code> , <code>.vcxproj</code> , or <code>CMakeLists.txt</code>
Unknown	Nothing matched — common skills only

## Skills Installed

### Common skills (every project)

`git-commit` · `conventional-commit` · `create-readme` ·  
`folder-structure-blueprint-generator` · `technology-stack-blueprint-generator` ·  
`context-map` · `what-context-needed`

### Type-specific skills

Type	Skills
Blazor	<code>fluentui-blazor</code> · <code>aspnet-minimal-api-openapi</code> · <code>ef-core</code> · <code>dotnet-best-practices</code> · <code>dotnet-design-pattern-review</code> · <code>csharp-async</code> · <code>csharp-docs</code> · <code>csharp-xunit</code> · <code>containerize-aspnetcore</code> · <code>multi-stage-dockerfile</code> · <code>refactor</code> · <code>create-specification</code> · <code>sql-optimization</code> · <code>sql-code-review</code>
AspNetCoreApi	<code>aspnet-minimal-api-openapi</code> · <code>ef-core</code> · <code>dotnet-best-practices</code> · <code>dotnet-design-pattern-review</code> · <code>csharp-async</code> · <code>csharp-docs</code> · <code>csharp-xunit</code> · <code>sql-optimization</code> · <code>sql-code-review</code> · <code>containerize-aspnetcore</code> · <code>multi-stage-dockerfile</code> · <code>openapi-to-application-code</code> · <code>create-specification</code>
MAUI	<code>dotnet-best-practices</code> · <code>dotnet-design-pattern-review</code> · <code>csharp-async</code> · <code>csharp-docs</code> · <code>csharp-xunit</code> · <code>dotnet-upgrade</code> · <code>multi-stage-dockerfile</code> · <code>refactor</code>
WinForms	<code>dotnet-best-practices</code> · <code>dotnet-upgrade</code> · <code>containerize-aspnet-framework</code> · <code>dotnet-design-pattern-review</code> · <code>refactor</code> · <code>csharp-docs</code>
Android	<code>kotlin-springboot</code> · <code>java-springboot</code> · <code>java-docs</code> · <code>java-junit</code> · <code>java-refactoring-extract-method</code> · <code>java-refactoring-remove-parameter</code> · <code>java-add-graalvm-native-image-support</code>
Frontend	<code>create-web-form</code> · <code>javascript-typescript-jest</code> · <code>markdown-to-html</code> · <code>multi-stage-dockerfile</code> · <code>refactor</code>
CppCMake	<code>multi-stage-dockerfile</code> · <code>refactor</code> · <code>refactor-method-complexity-reduce</code> · <code>sql-code-review</code>

Any skill folder present in the `awesome-copilot/skills/` source but not in the map above is also auto-discovered and installed when its name contains a keyword matching the detected type.

---

## Skill Source Resolution

The server looks for `awesome-copilot` in this order:

1. `skillSourcePath` parameter (if provided)
2. `AWESOME_COPILOT_REPO_URL` environment variable (sets the clone URL)
3. `G:\Repos\frontlook-admin\AI_HELPERS\awesome-copilot`
4. `G:\Repos\frontlook-admin\awesome-copilot`
5. `%USERPROFILE%\repos\awesome-copilot`
6. `%USERPROFILE%\awesome-copilot`
7. `C:\src\awesome-copilot`
8. **Auto-clone** from <https://github.com/github/awesome-copilot>

When running in Docker the host paths (3–7) are not visible; the server will auto-clone on first use unless you mount a local clone (see [Docker usage](#) below).

---

## Prerequisites

- [.NET 10 SDK](#) — for running locally
  - [Docker](#) — for container usage
  - VS Code with GitHub Copilot extension (for MCP discovery)
  - `git` in PATH — required only if `awesome-copilot` must be auto-cloned
- 

## Running Locally (dotnet)

```
cd SkillMcp  
dotnet run
```

The server reads MCP messages from stdin and writes responses to stdout.

All logs go to stderr.

---

## Docker

### Build locally

```
docker build -t skillmcp:local .
```

Run — mount your repos drive so the server can read project files

### Windows (PowerShell):

```
docker run --rm -i -v "G:\Repos:/g/Repos" skillmcp:local
```

## Linux / macOS:

```
docker run --rm -i -v "$HOME/repos:/repos" skillmcp:local
```

Then pass the **container-side** path as **targetProject**:

```
targetProject = /g/Repos/your-project          # Windows mount  
targetProject = /repos/your-project            # Linux/macOS mount
```

Mount a local awesome-copilot clone (optional, avoids auto-clone)

```
docker run --rm -i \  
-v "G:\Repos:/g/Repos" \  
-v "G:\Repos\frontlook-admin\awesome-copilot:/opt/awesome-copilot:ro" \  
skillmcp:local
```

Pass **skillSourcePath** = **/opt/awesome-copilot** as a tool argument.

Override the clone URL via environment variable

```
docker run --rm -i \  
-e AWESOME_COPILOT_REPO_URL=https://github.com/your-fork/awesome-copilot \  
skillmcp:local
```

Pull from GitHub Container Registry

```
docker pull ghcr.io/frontlook-admin/skillmcp:latest
```

## VS Code MCP Configuration

The **.vscode/mcp.json** in this repo registers the server automatically.

Open the workspace in VS Code and GitHub Copilot will discover and list the tools.

Example configuration:

```
{
  "servers": {
    "setup-project-skills": {
      "type": "stdio",
      "command": "docker",
      "args": [
        "run", "--rm", "-i",
        "-v", "G:\\\\Repos:/g/Repos",
        "ghcr.io/frontlook-admin/skillmcp:latest"
      ]
    }
  }
}
```

**Windows path translation** — the server automatically converts `G:\Repos\foo` to `/g/Repos/foo` to match the volume mount above.  
 Pass either form as `targetProject`; both are handled correctly.

## GitHub Actions — Automatic Docker publish

The workflow at `.github/workflows/docker-publish.yml` builds and pushes to **GitHub Container Registry (GHCR)** on every push. No secrets need to be configured — it uses the built-in `GITHUB_TOKEN`.

Trigger	Published tags
Push to <code>main</code>	<code>latest, main, sha-&lt;short&gt;</code>
Tag <code>v1.2.3</code>	<code>1.2.3, 1.2, sha-&lt;short&gt;, latest</code>
Pull request	Build only, not pushed

## Output: What Gets Written

After `setup_project_skills` or `refresh_project_skills` runs successfully:

```
<project>/
  skills/
    git-commit/
    conventional-commit/
    csharp-async/           ← type-specific skills
    ...
    skills.json            ← manifest: detected type + list of installed
  skills
  .vscode/
    settings.json          ← chat.promptFilesLocations entry added/updated
```