Pipeline for adding annotations from the CSVs to the source code:

1. Add “Review” column if it doesn’t exist
2. Convert bo1 to bad, others, 1. Etc.
3. Run check\_annotation\_line\_placement.py. Copy output to Google sheets and check the annotations marked [X] for correct line placement.
4. Run check\_cond\_annotations.py
5. Add ‘take’ annotations. Check for missed handlers in verbs.zil. Label all of verbs.zil if necessary.
6. Add conditioning & python filters; split annotations as necessary
7. Set up and run auto\_annotations.py. It shouldn’t find any JIGS-UP or TELL errors.
8. Copy missed annotations to Google sheet. Add missed annotations
9. Manually check annotations for correct insertion (“PRINT-ID” and “ID:”)
10. Run get\_objects\_and\_rooms.py. Populate annotation\_utils.zil
11. Copy conditional annotations to Google sheet. Add conditioning to code, modifying annotation\_utils.zil as necessary.
12. Add an insert statement for annotation\_utils in gamename.zil
13. Run check\_csv\_and\_code.py
14. Compile with zilf, get abbreviations with zapf, assemble with zapf
15. Add score handling to env.py
16. Add the event for game over detection
17. See if it works.
18. Update the repository.