## Rename and move Projects and Solution to new structure

### Current State

DungeonBuildersGuidebook\  
 └Traps\  
 └DungeonBuildersGuidebook\  
 │ └DungeonBuildersGuidebook.csproj  
 └DungeonBuildersGuidebook1\  
 │ └DungeonBuildersGuidebook1.csproj  
 └Tests\  
 │ └data.xml  
 │ └DungeonBuildersGuidebook1Tests\  
 │ └DungeonBuildersGuidebook1Tests.csproj  
 └DungeonBuildersGuidebook1.sln

### Desired State

DungeonBuildersGuidebook\  
 └DungeonBuildersGuidebook.sln  
 └TrapArchitct\  
 │ └Mvc\  
 │ └TrapArchitectMvc.csproj  
 │ └Console\  
 │ └TrapArchitectConsole.csproj  
 └Tests\  
 └TrapArchitectTests\  
 └data.xml  
 └Console\  
 └TrapArchitectConsoleTests.csproj

*1)* Rename Traps\ to TrapArchitct\

*2)* Rename DungeonBuildersGuidebook1.sln to DungeonBuildersGuidebook.sln

*3)* Rename DungeonBuildersGuidebook1 to TrapArchitectConsole

Rename DungeonBuildersGuidebook1 folder to Console

Open DungeonBuildersGuidebook.sln in a text editor

Update DungeonBuildersGuidebook1\..proj path to be Console\..proj

Rename DungeonBuildersGuidebook1.proj to TrapArchitectConsole.proj

Open TrapArchitectConsole.proj in a text editor

Update:

<RootNamespace>DungeonBuildersGuidebook1</RootNamespace>

<AssemblyName> DungeonBuildersGuidebook1</AssemblyName>

To:

<RootNamespace>TrapArchitectConsole</RootNamespace>

<AssemblyName> TrapArchitectConsole </AssemblyName>

Open DungeonBuildersGuidebook.sln in a text editor

Update project name from DungeonBuildersGuidebook1 to TrapArchitectConsole

Update path from Console\DungeonBuildersGuidebook1.proj to Console\TrapArchitectConsole.proj

Find DungeonBuildersGuidebook1 in \*.cs, \*.asax, and \*.cshtml files under Console and replace it with TrapArchitectConsole

Find DungeonBuildersGuidebook1 in \*.cs, \*.asax, and \*.cshtml files under Tests\DungeonBuildersGuidebookTests and replace it with TrapArchitectConsole

Find DungeonBuildersGuidebook1 in \*.cs, \*.asax, and \*.cshtml files under DungeonBuildersGuidebook and replace it with TrapArchitectConsole

*4)* Move Tests\ up a level to root DungeonBuildersGuidebook\ folder

*5)* DungeonBuildersGuidebook1Tests to TrapArchitectConsoleTests

Add new folder named TrapArchitectTests\ in the Tests\ folder

Move DungeonBuildersGuidebook1Tests\ folder into TrapArchitectTests\ folder

Move data.xml into TrapArchitectTests\ folder

Rename DungeonBuildersGuidebook1Tests folder to Console

Open DungeonBuildersGuidebook.sln in a text editor

Update Tests\DungeonBuildersGuidebook1Tests\..proj path to be ..\Tests\TrapArchitectTests\Console\..proj

Rename DungeonBuildersGuidebook1Tests.proj to TrapArchitectConsoleTests.proj

Open TrapArchitectConsoleTests.proj in a text editor

Update:

<RootNamespace>DungeonBuildersGuidebook1Tests</RootNamespace>

<AssemblyName> DungeonBuildersGuidebook1Tests</AssemblyName>

To:

<RootNamespace>TrapArchitectConsoleTests</RootNamespace>

<AssemblyName> TrapArchitectConsoleTests</AssemblyName>

Update

<HintPath>..\..\packages

<HintPath>..\..\DungeonBuildersGuidebook1\Libraries

To

<HintPath>..\..\..\packages

<HintPath>..\..\..\TrapArchitect\Console\Libraries

Update

<ProjectReference Include="..\..\DungeonBuildersGuidebook1\DungeonBuildersGuidebook1.csproj ">

<ProjectReference><Name> DungeonBuildersGuidebook1

To

<ProjectReference Include="..\..\..\TrapArchitect\Console\TrapArchitectConsole.csproj">

<ProjectReference><Name> TrapArchitectConsole

Open DungeonBuildersGuidebook.sln in a text editor

Update project name from DungeonBuildersGuidebook1Tests to TrapArchitectConsoleTests

Update path from TrapArchitectConsoleTests\DungeonBuildersGuidebook1Tests.proj to TrapArchitectTests\Console\TrapArchitectConsoleTests.proj

Find DungeonBuildersGuidebook1Tests in \*.cs, \*.asax, and \*.cshtml files under Tests\TrapArchitectTests\Console\ and replace it with TrapArchitectConsoleTests

*6)* DungeonBuildersGuidebook to TrapArchitectMvc

Rename DungeonBuildersGuidebook folder to Mvc

Open DungeonBuildersGuidebook.sln in a text editor

Update DungeonBuildersGuidebook\..proj path to be Mvc\..proj

Rename DungeonBuildersGuidebook.proj to TrapArchitctMvc.proj

Open TrapArchitctMvc.proj in a text editor

Update:

<RootNamespace>DungeonBuildersGuidebook</RootNamespace>

<AssemblyName>DungeonBuildersGuidebook</AssemblyName>

To:

<RootNamespace>TrapArchitctMvc</RootNamespace>

<AssemblyName>TrapArchitctMvc </AssemblyName>

Update

<HintPath>..\..\packages

<HintPath>..\..\DungeonBuildersGuidebook1\Libraries

To

<HintPath>..\..\..\packages

<HintPath>..\..\..\TrapArchitect\Console\Libraries

Update

<ProjectReference Include="..\..\DungeonBuildersGuidebook1\DungeonBuildersGuidebook1.csproj ">

<ProjectReference><Name> DungeonBuildersGuidebook1

To

<ProjectReference Include="..\..\..\TrapArchitect\Console\TrapArchitectConsole.csproj">

<ProjectReference><Name> TrapArchitectConsole

Open DungeonBuildersGuidebook.sln in a text editor

Update project name from DungeonBuildersGuidebook to TrapArchitctMvc

Update path from Mvc\DungeonBuildersGuidebook.proj to Mvc\TrapArchitctMvc.proj

Find DungeonBuildersGuidebook in \*.cs, \*.asax, and \*.cshtml files under MVC and replace it with TrapArchitectMvc

7) Move DungeonBuildersGuidebook.sln into root DungeonBuildersGuidebook

Move DungeonBuildersGuidebook.sln up a level to root DungeonBuildersGuidebook folder

Open DungeonBuildersGuidebook.sln in a text editor

Update Console\ path to TrapArchitect\Console

Update Mvc\ path to TrapArchitect\Mvc

Update ..Tests\ path to Tests\

Open TrapArchitctConsole.proj in a text editor

Update (If Needed)

<HintPath>..\packages

To

<HintPath>..\..\..\packages

Open TrapArchitctMvc.proj in a text editor

Update (If Needed)

<HintPath>..\packages

To

<HintPath>..\..\..\packages