# Plugin Engineer

A **plugin engineer** is a development position exclusive to the SCP:SL division. They are individuals entrusted with performing corrections and alterations to existing plugins, either open-source or proprietary, as part of maintenance or troubleshooting. They answer directly to the SCP:SL management team.

## Access

Plugin engineers possess the same access as a moderator on the staff Discord. They possess player-level permissions on the game servers. Plugin Engineers have limited backend access on SCP:SL servers, and can therefore read anything SCP related and can write in the EXILED folder. In addition, they possess access to GitLab repositories for custom SCP:SL plugins.

## Powers & Responsibilities

The sole responsibility of a plugin engineer is to perform tasks - be it maintenance, troubleshooting, or plugin creation - at the direction of SCP:SL management. They do not possess disciplinary capabilities or moderative responsibilities unless they are cross division moderators, in which case they do possess these capabilities. However, they do have permissions elevated above normal moderators on the SCP:SL servers. Plugin Engineers are required to spend 8 hours every month similarly to the SCP staff team. For the purposes of the global guidelines, rule 1, plugin engineers are staff members, and thus may not be disciplined by non-management SCP:SL staff.

## Rules

As of November 5th, 2021 the leadership team has set forth the following regulations in relation to plugin engineers.

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1) Plugin developers are to keep any information they find on the backend confidential, regardless of whether that
information is staff names, community plans, source code, configs etc. If the public cannot access it then it should
not be revealed without at least management level approval.

2) Lunarys will retain the right to use any developed or published code for an indefinite period of time. Plugin
developers understand that once they release plugins to us they may not demand we alter their functionality or stop
using them, in whole or in part.

3) All plugins should be stored on an online repository that the Lunarys account is capable of viewing and cloning at
any time.

4) Plugins used to generate income for the community (EG a pets plugin as a patron benefit) are not allowed to be made
open source. Plugins that are recreated primarily from an existing template, even if it is outdated, must be kept
private if the original author wants them kept so. All other plugins may be kept private or made open source at the
developer's discretion.

5) The ability to quickly update staff utility plugins (APL, staff times, preset broadcast etc.) to a functional
degree after game or plugin loader changes is paramount. All of these plugins must contain comments that would enable
a less experienced programmer to understand the functionality of the code and have the best chance at troubleshooting
them if the original developer is unavailable. Engineers may include accessory documentation (such as a readme) if
they wish, but comments will still be required.

6) Developers may not upload or run any kind of software, excluding game plugins, on Lunarys infrastructure without
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super admin approval. Plugins must be overseen by at least an admin for their first live upload and test on Lunarys infrastructure.

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