Start Up

* Poke starts up. She needs to know who she’s talking with.
  + To limit the chances Poke will listen to the wrong person. When the program starts a password will be generated. Who ever says the correct password, Poke will listen to.
  + Poke is only capable of listening for the correct password when she has no known person to listen to.

Signed In

* Poke will only take commands from the caller.
* The caller can’t be changed which is fine because the only person who should be controlling Poke is the person running the program. Otherwise there could be problems on the other end of whoever turn Poke on.
* The reason Poke needs a sign in is because if Poke took random commands for everyone. The person running the program would have problems since Java takes over the mouse and keyboard for some features.

Update Pokémon

* We want to make sure we are getting these commands from some specific criteria.
  + The only users that might be talking are Poke, Pokecord, and the caller.
  + Pokecord and Poke are in multiple channels so make sure we know what channel we will be talking in. If Poke were to pick up what Pokecord said in another channel, then that wouldn’t be helpful because the initial command was done in a specific channel.
  + Since I don’t really have a way to determine who Pokecord is responding to I need to come up with more criteria’s. Example, if someone else enters in a valid command and I enter one milliseconds after. I’d assume the other persons command will be brought up first and I don’t want Poke to take in someone else’s Pokecord command.
* We need to know all Pokémon in the game. Which we will use the pokedex to do so.
  + The idea is to get every Pokémon before we update the file.
* When we have all the Pokémon, lets look them all up and add them to a file in how we see fit.
  + I found we might be able to hash all the images. We take a screen shot and change all pixels under a certain number. I’m trying to target the black transparent pixels the best I can to get a unique number for the hashing. I’m not 100% sure if we will have collisions with pictures that have the same number.
  + If we happen to run into poke that have the same hash, then we will try to come up with something.