# Preparing

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| **Step** | **Key Command** | **Notes** |
| Install Frida on local PC |  |  |
| Install Android studio and |  |  |
| Create an Android Open Source AVD |  |  |
| Install the Xbox and Playstation APK |  |  |
| Login manually |  | The apps don’t appear on the home screen, will need to launch with adb monkey |
| Install Frida server – this needs to match the AVD’s architecture and be the same version as the Frida version installed on local client | adb push frida-server-16.6.6-android-arm64 /data/local/tmp/frida-server |  |
| Install necessary python libraries |  |  |
| Setup alert email credentials |  | If using yagmail/gmail, copy credentials.json into root dir |
| Launch orchestrator script |  |  |

# Sniffing for the right network requests

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| **Step** | **Key Command** | **Notes** |
| Install Frida on local PC |  |  |
| Launch Frida server | adb shell /data/local/tmp/frida-server |  |
| Open relevant app | adb shell monkey -p com.microsoft.xboxone.smartglass -c android.intent.category.LAUNCHER 1 |  |
| Use Frida-trace to identify the right SNI | frida-trace -U -n Xbox -i "\*SSL\*" |  |
| Use Frida with hooks to start further narrowing down possible requests | 1. frida -U -n Xbox -l ~/Desktop/my\_hook.js |  |
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