# Setup Development

1. Clone or download the repository from <https://github.com/otooleam/PokeStar>
2. Open PokeStar.sln using Visual Studio.
3. Open Tools -> NuGet Package Manager -> Manage NuGet Packages for Solution…
4. Ensure the following packages are installed:
   1. Discord.Net
   2. Discord.Net.Commands
   3. Discord.Net.Core
   4. Discord.Net.Rest
   5. Discord.Net.Webhook
   6. Discord.Net.WebSocket
   7. Microsoft.Bci.AsyncInterfaces
   8. Microsoft.Code.Analysis.FxCopAnalyzers
   9. Microsoft.CodeAnalysis.VersionCheckAnalyzer
   10. Microsoft.CodeQuality.Analyzers
   11. Microsoft.Extensions.DependencyInjection
   12. Microsoft.Extensions.DependencyInjection.Abstractions
   13. Microsoft.NetCore.Analyzers
   14. Microsoft.NetFramework.Analyzers
   15. Newtonsoft.Json
   16. System.Buffers
   17. System.Collections.Immutable
   18. System.Interactive.Async
   19. System.Linq.Async
   20. System.Memory
   21. System.Numerics.Vectors
   22. System.Runtime.CompilerServices.Unsafe
   23. System.Threading.Tasks.Extensions
   24. Tesseract.Net.SDK
   25. HtmlAgilityPack
5. Build the solution (Ctrl + Shift + B)
6. Copy the bot token to the env.json file replacing the indicated text
7. Run setup\_dev

# Setup Production

1. Complete setup and building of the solution
2. Copy the bot token to the env.json file replacing the indicated text
3. Run setup\_dev