# 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
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