Requirements for "Ghost in the Machine"

- Accepts one byte at a time
- The first byte of a packet is a left bracket [
- The second byte of a packet is the command ID, an ASCII letter in uppercase
- The third byte of a packet is the length of the data, an ASCII number between 0 and 9
- The next 0-18 bytes are the data
    - The bytes are all ASCII characters in the hexadecimal ranges 0-9 or A-F or a-f
    - Pairs of hex ASCII bytes represent two nibbles of a binary byte of data.
    - There must be exactly 'n' pairs of bytes, where 'n' is equal to the length field.
- The final byte of the packet is a right bracket]
- Any illegal characters or missing pieces reset our state machine back to looking for a new packet.
- A left bracket always is accepted as the start of a packet and resets our state machine to "looking for a command"

[	cmd	len	… data ...	]