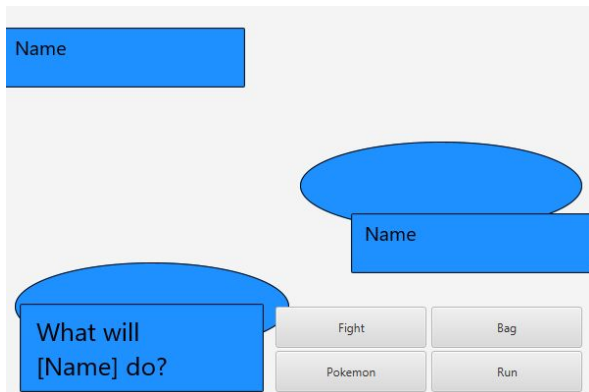


# UD2

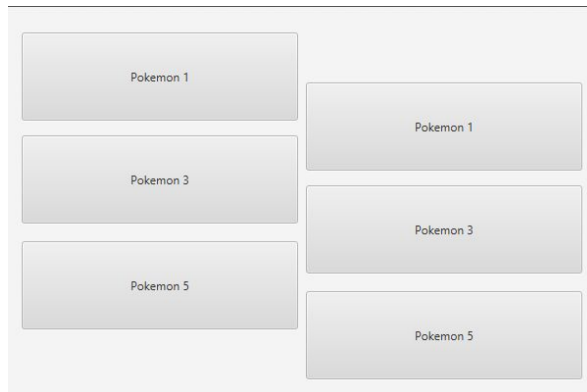
Cole Mengelberg

# WireFrames

## BattleScreen



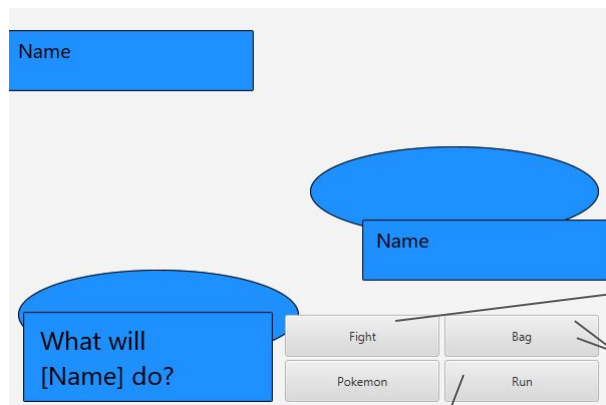
## PokemonSwitchScreen & HealScreen



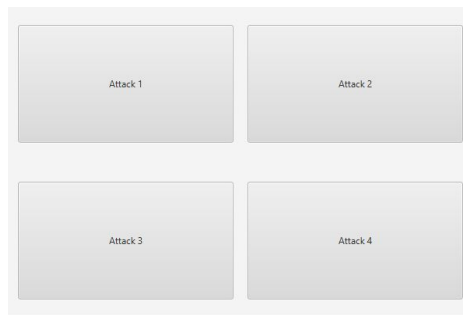
## AttackScreen



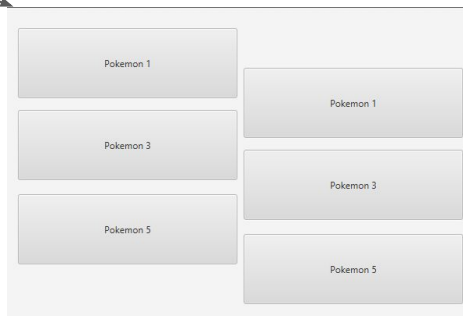
# UX



Will display the different moves available



Will display the pokemons that are available to be healed



Will end the program

Will display the pokemons available to switch to

