DefaultTowns

-bool end
-char choice
-int Grass

+void ViridianCity(playerclass)
+void PokemonCenter(playerclass)
+void PokemonMart(playerclass)
+void BrockGym(playerclass)
+void EndGame()

Route1

-int tile
-char choice
-bool end

+void Route1Intro()
+int Route1Default(playerclass)
+void RandomEncounter(playerclass)
+void DefaultPalletTown(playerclass)

Intro

-string PName

-string RName

-int intro = 0

+GameIntro(playerclass)
+GetPlayer(playerclass)
+GetRival(playerclass)
+PlayerRoom(playerclass)
+PlayerHouse(playerclass)
+PalletTown(playerclass)
+ProfessorOak(playerclass)
+DefaultPalletTown(playerclass)