

Creature	
<ul style="list-style-type: none"> • stores attributes of each Pokemon like name, sprite, health, speed • sets targets • use a move • calculate damage 	<ul style="list-style-type: none"> • depends on Move

Arena	
<ul style="list-style-type: none"> • initializes two players • sets up the battle 	<ul style="list-style-type: none"> • depends on Player

Player	
<ul style="list-style-type: none"> • creates a randomized team of 6 Pokemon • provide access to the Pokemon on theteam 	<ul style="list-style-type: none"> • depends on Creature

Interface Move	
<ul style="list-style-type: none"> • functionality of moves • stores damage, accuracy, and type 	<ul style="list-style-type: none"> • depends on the Creature