

Creature	
<ul style="list-style-type: none">• knows it health• knows name• speed• if its alive	<ul style="list-style-type: none">• depends on functional interface of moves

Arena	
<ul style="list-style-type: none">• makes teams• initalizeds two players	<ul style="list-style-type: none">• dependent on player

Player	
<ul style="list-style-type: none">• knows the current pokemon out	

Funcitonal interface of moves	
<ul style="list-style-type: none">• What a move does• its damage• its accuracy	<ul style="list-style-type: none">• depends on the Creature