

Character		NPC, Trainer	
<ul style="list-style-type: none"><li>Has a name</li><li>Has a current Location</li><li>Can travel between locations</li></ul>		<ul style="list-style-type: none"><li>NPC</li><li>Trainer</li><li>Location</li></ul>	

Location			
<ul style="list-style-type: none"><li>Has a name</li><li>Has a local specialty</li><li>Has a list of Characters</li><li>Can remove or add Characters</li><li>Can be interacted by a Trainer</li></ul>		<ul style="list-style-type: none"><li>Character</li><li>Trainer</li></ul>	

NPC		Character	
<ul style="list-style-type: none"><li>Has a name</li><li>Has a Location</li><li>Has dialog</li><li>Can interact with a Trainer</li></ul>		<ul style="list-style-type: none"><li>Character</li><li>Trainer</li><li>Location</li></ul>	

Trainer		Character	
<ul style="list-style-type: none"><li>Has a name</li><li>Has a Location</li><li>Has an active Monster</li><li>Has a team of Monsters</li><li>Can capture Monsters</li><li>Can battle Monsters and Trainers</li><li>Can inspect Interactive classes</li></ul>		<ul style="list-style-type: none"><li>Character</li><li>NPC</li><li>Location</li><li>Monster</li><li>FireType</li><li>GrassType</li><li>WaterType</li></ul>	

Abstract	
Monster	
FireType, GrassType, WaterType	
<ul style="list-style-type: none"><li>Has a name</li><li>Has a type</li><li>Has a strong and weak type</li><li>Has maxHP and HP</li><li>Has atk and def</li><li>Has atkBoost and defBoost</li><li>Has a battle title</li><li>Has xp and level</li><li>Has a list of Monsters</li><li>Can attack other Monsters</li><li>Can guard and charge</li><li>Can rest and use a special move</li><li>Can reset health</li><li>Can be interacted by a Trainer</li></ul>	<ul style="list-style-type: none"><li>FireType</li><li>GrassType</li><li>WaterType</li><li>Character</li><li>Trainer</li></ul>

FireType	
Monster	
<ul style="list-style-type: none"><li>Has a name</li><li>Has a type "fire"</li><li>Strong against type "grass"</li><li>Weak against type "water"</li><li>Has a maxHP and hp</li><li>Has atk and def</li><li>Can attack over Monsters</li><li>Can guard and charge</li><li>Can use a special move</li></ul>	<ul style="list-style-type: none"><li>Monster</li><li>GrassType</li><li>WaterType</li><li>Character</li><li>Trainer</li></ul>

GrassType		Monster
<ul style="list-style-type: none"><li>Has a name</li><li>Has a type "grass"</li><li>Strong against type "water"</li><li>Weak against type "fire"</li><li>Has a maxHP and hp</li><li>Has atk and def</li><li>Can attack over Monsters</li><li>Can guard and charge</li><li>Can use a unique rest move</li><li>Can use a special move</li></ul>		<ul style="list-style-type: none"><li>Monster</li><li>FireType</li><li>WaterType</li><li>Character</li><li>Trainer</li></ul>

WaterType		Monster
<ul style="list-style-type: none"><li>Has a name</li><li>Has a type "water"</li><li>Strong against type "fire"</li><li>Weak against type "grass"</li><li>Has a maxHP and hp</li><li>Has atk and def</li><li>Can attack over Monsters</li><li>Can guard and charge</li><li>Can use a special move</li></ul>		<ul style="list-style-type: none"><li>Monster</li><li>FireType</li><li>GrassType</li><li>Character</li><li>Trainer</li></ul>

Interface		Interactive
<ul style="list-style-type: none"><li>Can interact with a Trainer</li></ul>		<ul style="list-style-type: none"><li>Trainer</li><li>Location</li><li>NPC</li><li>Monster</li></ul>