Creating the Squirtle, Wartortle, and Blastoise subclasses.

* Create the Squirtle subclass extending Pokemon and implementing WaterType
* Create Base attack, defense and stamina
* Create constructors and calls the chooseFastAttack and chooseSpecialAttack methods.
  + Create a constructor with no nickname
  + Create a constructor with a nickname
  + Create a constructor with species and name for subclasses to allow evolution
* Create chooseFastAttack method
  + Create a random generator to select a fast attack from the WaterType fast attack array at random.
* Create chooseSpecialAttack method
  + Create a random generator to select a special attack from the Water Type special attack array at random.
* Create performFastAttack method returning a string taking in the Pokemon object victim.
  + String will explain the effectiveness of the fast attack based on its type versus the victims type.
  + Figures out damage modifier and string output based on victims type
    - Randomly have the modifier start between .85-1
    - Super effective will double the modifier
    - Not very effective will halve the modifier
    - No effect will make the modifier 0
    - If the pokemon types are the same modifier will be multiplied by 1.5
  + Calculates damage and calls the victims beAttacked method.
* Create perfromSpecialAttack method returning a string taking in the Pokemon object victim.
  + Same as FastAttack
* Create beAttacked method taking in an integer representing damage being taken by Squirtle.
  + Damage divided by defense power is subtracted from health
  + If damage can’t drop the pokemon below 0
* Create the Wartortle subclass that extends Squirtle
* Create new Base attack, defense, and stamina
* Create constructors
  + Constructor with no nickname
  + Constructor with nickname
  + Constructors with species and name for subclasses
* Create the Blastoise subclass that extends Wartortle
* Create new Base attack, defense, and stamina
* Create constructors
  + Constructor with no nickname
  + Constructor with nickname

Creating the Charmander, Charmeleon, and Charizard

* Create the Charmander subclass extending Pokemon and implementing Fire Type
* Create Base attack, defense and stamina
* Create constructors and calls the chooseFastAttack and chooseSpecialAttack methods.
  + Create a constructor with no nickname
  + Create a constructor with a nickname
  + Create a constructor with species and name for subclasses to allow evolution
* Create chooseFastAttack method
  + Create a random generator to select a fast attack from the FireType fast attack array at random.
* Create chooseSpecialAttack method
  + Create a random generator to select a special attack from the FireType special attack array at random.
* Create performFastAttack method returning a string taking in the Pokemon object victim.
  + String will explain the effectiveness of the fast attack based on its type versus the victims type.
  + Figures out damage modifier and string output based on victims type
    - Randomly have the modifier start between .85-1
    - Super effective will double the modifier
    - Not very effective will halve the modifier
    - No effect will make the modifier 0
    - If the pokemon types are the same modifier will be multiplied by 1.5
  + Calculates damage and calls the victims beAttacked method.
* Create perfromSpecialAttack method returning a string taking in the Pokemon object victim.
  + Same as FastAttack
* Create beAttacked method taking in an integer representing damage being taken by Charmander.
  + Damage divided by defense power is subtracted from health
  + If damage can’t drop the pokemon below 0
* Create the Charmeleon subclass that extends Charmander
* Create new Base attack, defense, and stamina
* Create constructors
  + Constructor with no nickname
  + Constructor with nickname
  + Constructors with species and name for subclasses
* Create the Charizard subclass that extends Charmeleon and implements flyingtype
* Create new Base attack, defense, and stamina
* Create constructors
  + Constructor with no nickname
  + Constructor with nickname
* Need to make new choose and perform attacks because Charizard is also a flying type
* Create chooseFastAttack method
  + Randomly choose fire or flying type.
  + Based on what type was randomly chosen randomly select a fast attack from the corresponding type fast attack array.
* Create chooseSpecialAttack method
  + Randomly choose fire or flying type.
  + Based on what type was randomly chosen randomly select a special attack from the corresponding type special attack array.
* Create performFastAttack method returning a string taking in the Pokemon object victim.
  + String will explain the effectiveness of the fast attack based on its type versus the victims type.
  + Figures out damage modifier and string output based on victims type and the type of the fast attack that is being used.
    - Randomly have the modifier start between .85-1
    - Super effective will double the modifier
    - Not very effective will halve the modifier
    - No effect will make the modifier 0
    - If the pokemon types are the same modifier will be multiplied by 1.5
  + Calculates damage and calls the victims beAttacked method.
* Create perfromSpecialAttack method returning a string taking in the Pokemon object victim.
  + Same as FastAttack