Text

+ text
+ rect
+ initialRect
+ color
+ font
+ surface
+ texture
+ is_dynamic

+LvlText
+PVText

t_Move

+ id
+ name
+ power
+ type
+ categ
+ accuracy
+ current_pp
+ max_pp
+ priority_lvl
+ target
+ ind_secEffect
+ probability
+ value_effect
+ effect_modifier

IMG_ICMons

+ renderer
+ ICMonTexture
+ ICMonSound
+ rect
+ initialRect
+ PVbarTexture
+ PVbarTextureBack
+ currentHPWidth
+ PVRect
+ PVInitialRect
+ nameTexture
+ nameRect
+ nameInitialRect

+moveList +img

t_Poke

+ id
+ name
+ gender
+ type
+ lvl
+ exp
+ nature
+ current_pv
+ baseStats
+ initial_pv
+ iv
+ nb_move
+ main_effect