Pokémon Tournament Simulation

Design plan

* What are my objects
* What are their attributes
* What are their behaviors
* How are they grouped
* How do they interact
* What is the development schedule

Notes:

* Objects
  + Pokémon
  + Trainers (each with 6 Pokémon)
  + Match (3 battles)
  + Battle (12 Pokémon 2 trainers 1 winner 1 loser)
* Attributes
  + Of Pokémon
    - Type
    - Level
    - Name / ID number
  + Of trainer
    - Has 6 unique Pokémon
    - ID number
    - Record in tournament
  + Of match
    - Overall winner
    - Tallied battle results
  + Battle
    - Battle winner
    - Number of faints for each trainer