# RogueMon — UML Diagrams

## Class Diagram (MVP):

- Player: name, gender, starter

- Pokemon: name, type, level, hp, attack, defense, moves

- Move: name, type, power, accuracy, category

- Battle: playerPokemon, enemyPokemon, turnCount, status, takeTurn, checkVictory

## Sequence Diagram:

Player -> UI -> BattleEngine -> AI

Resolve damage, update state, display results

## State Diagram:

NameEntry -> MainMenu -> CharacterSelect -> StarterSelect -> BattleScreen -> BattleWin/BattleLose