**Immediate Objectives**

* Add the following mechanics
  + Leeched
  + Wrapped
  + Weather
  + Struggle
  + Guarantee hit
  + Priority moves
  + Taunt
  + Attract – add genders

**Future Objectives**

* Future game mechanics to add
  + Pokémon items
    - Berries
    - Sashes
    - Plates
  + Trainer items
    - Potions
    - Status heals
    - Money
* Future game modes to add
  + Double battles
  + Rotation battles
  + Triple battles
  + Pokémon Contest

**Completed Objectives**

* Currently included Pokémon battle mechanics
  + Two turn
  + Multistrike
  + Lifesteal
  + Pure heal
  + Recoil
  + Flinch
  + Recharge
  + Confused
  + Status
  + Statistic changes (both user and target)
    - Accuracy
* Types included in the game
  + Bug
  + Dark
  + Dragon
  + Electric
  + Fighting
  + Fire
  + Flying
  + Ghost
  + Grass
  + Ground
  + Ice
  + Normal
  + Poison
  + Psychic
  + Rock
  + Steel
  + Water