**Short Term Objectives**

* Redo/Improve **useMove()** function
  + Redo/improve check points for fainted Pokémon
* Add the following mechanics
  + Leeched
  + Wrapped

**Long Term Objectives**

* Core Related Objectives
  + Continue to add Pokémon and moves
  + Identify / Modularize / Improve code
* Documentation related objectives
  + Design document
* Work on the GUI Template

**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

**Completed Objectives**

* Created Pokémon class
* Created core move classes
* Currently included Pokémon battle mechanics
  + Healing over time
  + Struggle
  + One Hit KO
  + Multistrike
  + Two Turn Attacks
  + Recharge
  + Lifesteal
  + Attack Move
  + Flinch
  + Recoil
  + Self Target
  + Status
    - Paralyze
    - Burn
    - Sleep
    - Frozen
    - Confused
    - Poison
  + Statistic changes (both user and target)
    - Attack
    - Defense
    - Special attack
    - Special defense
    - Speed
    - Evasion
    - Accuracy
* Types included in the game
  + Bug
  + Dark
  + Dragon
  + Electric
  + Fighting
  + Fire
  + Flying
  + Ghost
  + Grass
  + Ground
  + Ice
  + Normal
  + Poison
  + Psychic
  + Rock
  + Steel
  + Water