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| --- |
| Abstract Move |
| -tm\_no : int  -name : string  -type : String  -current\_pp : int  -max\_pp : int  -accuracy : int |
| Copy() : Move  displayMoveInfoDetailed() : void  Getters/Setters |

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| Main Move Category Interfaces |
| * PhysicalAttack * SpecialAttack * StatusMove |

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| Status Effect Interfaces |
| * ApplyBurn * ApplyFrozen * ApplyParalyze * ApplyPoison * ApplySleep |

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| --- |
| Status Effects User/Target Interfaces |
| * Plus/Minus **Accuracy** One/Two * Plus/Minus **Attack** One/Two * Plus/Minus **Special** **Attack** One/Two * Plus/Minus **Defense** One/Two * Plus/Minus **Special** **Defense** One/Two * Plus/Minus **Evasion** One/Two * Plus/Minus **Speed** One/Two |

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| Other Mechanic Interfaces |
| * ApplyFlinch * HasRecoil * Lifesteal * Recharge * TargetSelf * TwoTurn |