

Move

```
graph BT; BattleTeamStruct -- currentMove --> Move
```

The diagram illustrates a pointer relationship. At the bottom is a gray rectangular box labeled 'BattleTeamStruct'. A dashed purple line with an arrowhead at the top points from this box to a white rectangular box labeled 'Move' at the top. The text 'currentMove' is written in gray to the right of the dashed line, indicating the variable or property that holds the pointer.

currentMove

BattleTeamStruct