**Focus Objectives**

* Create proper menu
* Modularized / Improve battle code

**Current Objectives**

* Core Related Objectives
  + Continue to add pokemon and moves
  + Redo UML Diagrams
* GUI Related Objectives
  + Create Movedex panel
  + Create Edit Trainer Panel
  + Create Select Trainer Panel

**Future Objectives**

* Include other elements of a battle
  + Embargo
  + Encore
  + Heal block
  + Infatuation
  + Bound
  + Torment
  + Nightmare
  + Multi hit attacks (2-5)
  + 2 turn attack
  + Life steal
* Create Item Class
* Convert to GUI

**Completed Objectives**

* Create Pokémon class
* Created move classes
* Pokemon mechanics
  + Elements included in battle
    - Flinch
    - Confused
    - Status
      * Paralyze
      * Poison
      * Burn
      * Sleep
      * Frozen
    - STAB ( same type attack bonus )
    - Type mulipliers
    - Statistic changes
  + Switching out pokemon as the move turn
  + Sending out pokemon after fainting
  + Winning condition