**Focus Objectives**

* Finish trainer editor
  + Create fully functional save data script for trainer data
* Finish Main menu

**Current Objectives**

* Core Related Objectives
  + Continue to add Pokémon and moves
* Documentation related objectives
  + Design document
  + Redo UML Diagrams

**Future Objectives**

* Future move modifiers to be added
  + Life steal
  + Two turn moves
  + 1 hit ko
  + Recharge
* 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
  + Attack Move
  + Flinch
  + Recoil
  + Self Target
  + 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