**11/5/2022 Ver 0.1**

* **Core code**
  + Added initial core files
  + Move classes
    - Type interfaces
    - Statistic modifier interfaces
    - Status effect interfaces
  + Pokémon class
  + Trainer class
* **Documentation**
  + Added patch notes files
  + Added design document file
  + Added objective list file
  + Added UML diagram file
* Resources
  + Added movedex spreadsheet
  + Added pokedex spreadsheet
* The following Pokémon have been added
  + Pikachu
  + Squirtle
  + Bulbasaur
  + Charmander
* The following moves have been added
  + Tackle
  + Thunderbolt

**11/8/2022 Ver 0.2**

* **Core code**
  + Added serialization for save data implementation
  + **Main**
    - Began work on main menu
  + **Move.extras**
    - The following interfaces have been made in preparation
      * Lifesteal
      * TwoTurnMove
  + **TrainerHandler**
    - Began work on editor for trainer and their party Pokémon
  + **TrainerUtilties**
    - Added file container methods to help with data management of trainers
* The following Pokémon have been added
  + Squirtle
  + Bulbasaur
  + Charmander
* The following moves have been added
  + Pound
  + Tail Whip
  + Water gun
  + Bubble beam
  + Thunder