* 6/7/2022
  + Set up Pokemon class
  + Set up Move tree class
  + Set up data loading from file
  + Began BattleHandler class
    - Began work on executeTurn method
      * Began work on method to execute move (**useMove**)
        + Added miss chance
      * Began work on method for checking move type bonus (**getTypeMultiplier**)
      * Created method for checking fainted pokemon **(isFainted)**
* 6/14/2022
  + **BattleHandler** class
    - **useMove** method
      * added status effect moves
      * added statistic effect moves
      * added confusion status check
* 6/17/2022
  + **BattleHandler** class
    - Finished method for checking move type bonus (**getTypeMultiplier**)
    - Finished method for calculating damage (**calcDamage**)
    - Finished method to execute move **(useMove)**
* 6/20/2022
  + Began reworking pokemon class