**Current Objectives**

* Rework pokemon class
* Standardize comments for methods
* Redo UML Diagrams

**Completed Objectives**

* Created Pokémon class
* Created move classes
* Create battleHandler class
  + Elements included in battle
    - Confusion
    - Move type multiplier
    - Miss chance
    - Status effect
    - Statistic changes

**Future Objectives**

* Include other elements of a battle
  + Embargo
  + Encore
  + Flinch
  + Heal block
  + Infatuation
  + Bound
  + Torment
  + Nightmare
* Introduce item class
* Introduce Pokémon handler class
* Introduce trainer class
* Convert from console to GUI display