Sections Completed

* Create move class tree
  + Create AttackMove tree
    - PhysicalAttack
    - SpecialAttack
  + Create StatModifierMove tree
    - AttackModifier
    - SpecialAttackModifier
    - DefenseModifier
    - SpecialDefenseModifier
    - SpeedModifier
    - AccuracyModifier
    - EvasionModifier
  + Create StatusMove tree
    - PoisonStatus
    - BurnStatus
    - ParalyzeStatus
    - FrozenStatus
    - SleepStatus
* Create pokemon class
* Main
  + Read in movelist file
  + Read in pokemonlist file

Main objectives left

* Main Menu
  + View all pokemon
  + View all moves
  + Start battle
  + Code for PokemonHandler
    - Add a pokemon to party
      * Remove/add moves
      * Add nickname
      * See stats
    - Use items outside battle
* Goals for the pokemon battle
  + Type relationship damage bonus/reduction
  + Switch out pokemon
  + Use items in battle
  + Weather moves
  + Status moves
  + Statistic moves

Possible Additions / Future Goals

* Double battles
* Holding items
  + Stat items
  + Healing items

Changelog

* 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 **useMove** method
      * Began work on **getTypeMultiplier** method
      * Added **calcDamage** method
      * Added **isFainted** method
* 6/8/2022