|  |
| --- |
| Abstract Move |
| -tm\_no : int  -name : string  -type : String  -current\_pp : int  -max\_pp : int  -accuracy : int |
| displayMoveInfo() : void |

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| --- |
| Abstract AttackMove |
| -power : int |

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| --- |
| Abstract StatModifierMove |
| -level\_effect : int  -target\_self : boolean |

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| --- |
| PhysicalAttack |

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| SpecialAttack |

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| --- |
| \*see page 2 StatusMove |

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| AttackModifier |

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| --- |
| SpecialAttackModifier |

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| --- |
| DefenseModifier |

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| --- |
| SpecialDefenseModifier |

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| --- |
| SpeedModifier |

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| --- |
| AccuracyModifier |

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| --- |
| EvasionModifier |

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| --- |
| Abstract StatusMove |
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| --- |
| PoisonStatus |

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| --- |
| BurnStatus |

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| --- |
| ParalyzeStatus |

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| --- |
| FrozenStatus |

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| --- |
| SleepStatus |

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| --- |
| Pokemon |
| -Name : string  -Type1 : string  -Level : Int  -Max\_HP : int  -Current\_HP : int  -Attack : int  -Special\_Attack : int  -Defense : int  -Special\_Defense : int  -Speed : int  -Evasion : double  -MoveList [4] : Moves  -Learnable\_Moves[][] : int |
|  |

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| --- |
| Battle |
| -Player\_Pokemon[] : Pokemon  -Rival\_Pokemon[] : Pokemon |
| StartBattle(Pokemon , Pokemon) |