MoveType

- MoveType(Type, MoveCategory, int, int, int)
- ACID
- ACID_SPRAY
- AGILITY
- AIR_SLASH
- AQUA_TAIL
- ASSURANCE
- BELCH
- BITE
- BLIZZARD
- BODY_SLAM
- BOUNCE
- BRINE
- BUBBLE
- CAPTIVATE
- COIL
- CONFUSE_RAY
- CURSE
- DARK_PULSE
- DESTINY_BOND
- DISCHARGE
- DOUBLE_EDGE
- DOUBLE_TEAM
- DRAGON_BREATH
- DREAM_EATER
- ELECTRO_BALL
- EMBER
- FAKE_OUT
- FEATHER_DANCE
- FEINT
- FEINT_ATTACK
- FIRE_BLAST
- FIRE_FANG
- FIRE_SPIN
- FLAMETHROWER
- FLAME_BURST
- FLAME_CHARGE
- FLAME_WHEEL
- FLARE_BLITZ
- FURY_SWIPES
- GASTRO_ACID
- GLARE
- GROWL
- GROWTH
- GRUDGE
- GUNK_SHOT
- GUST
- HAZE
- HELPING_HAND
- HEX
- HURRICANE
- HYDRO_PUMP
- HYPNOSIS
- ICE_BEAM
- ICE_FANG
- ICE_SHARD
- IMPRISON
- INCINERATE
- INFERNO
- IRON_DEFENSE
- LAST_RESORT
- LEECH_SEED
- LEER
- LICK
- LIFE_DEW
- LIGHT_SCREEN
- MEAN_LOOK
- MIRROR_MOVE
- MIST
- MOONLIGHT
- NASTY_PLOT
- NIGHT_SHADE
- NIGHT_SLASH
- NUZZLE
- PAYBACK
- PAY_DAY
- PERISH_SONG
- POISON_POWDER
- POISON_STING
- PROTECT
- PURSUIT
- QUICK_ATTACK
- RAIN_DANCE
- RAPID_SPIN
- RAZOR_LEAF
- ROAR
- ROOST
- SAFEGUARD
- SAND_ATTACK
- SCARY_FACE
- SCRATCH
- SCREECH
- SHADOW_BALL
- SHEER_COLD
- SING
- SKULL_BASH
- SLAM
- SLASH
- SLEEP_POWDER
- SLUDGE_BOMB
- SMOKESCREEN
- SOLAR_BEAM
- SPARK
- SPITE
- SPIT_UP
- STOCKPILE
- STOMP
- SUCKER_PUNCH
- SWALLOW
- SWEET_SCENT
- SYNTHESIS
- TACKLE
- TAILWIND
- TAIL_WHIP
- TAKE_DOWN
- TAUNT
- THUNDER
- THUNDERBOLT
- THUNDER_FANG
- THUNDER_SHOCK
- THUNDER_WAVE
- TWISTER
- VINE_WHIP
- WATER_GUN
- WATER_PULSE
- WHIRLWIND
- WILD_CHARGE
- WILL_O_WISP
- WING_ATTACK
- WITHDRAW
- WORRY_SEED
- WRAP
- accuracy: int
- category: MoveCategory
- maxPP: int
- power: int
- type: Type
- getAccuracy() : int
- getCategory() : MoveCategory
- getDisplayName() : String
- getMaxPP() : int
- getPower() : int
- getType() : Type
- valueOf(String) : MoveType
- values() : MoveType[]

Pokemon

- addMove(Move) : void
- cry() : void
- getAttack() : int
- getBackSprite() : ImageIcon
- getDefense() : int
- getDisplayName() : String
- getFrontSprite() : ImageIcon
- getHp() : double
- getId() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getMoves() : List<Move>
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]
- hasMove(MoveType) : boolean
- isAvailable() : boolean
- newInstance() : Pokemon
- register() : void
- setHp(double) : void

PokemonImpl

- PokemonImpl()
- hp: double
- moves: List<Move>
- addMove(Move) : void
- cry() : void
- getAttack() : int
- getBackSprite() : ImageIcon
- getDefense() : int
- getDisplayName() : String
- getFrontSprite() : ImageIcon
- getHp() : double
- getId() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getMoves() : List<Move>
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]
- hasMove(MoveType) : boolean
- isAvailable() : boolean
- newInstance() : PokemonImpl
- register() : void
- setHp(double) : void

Gengar

- Gengar()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Arbok

- Arbok()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Squirtle

- Squirtle()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Meowth

- Meowth()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Pidgeot

- Pidgeot()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Charmander

- Charmander()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Ninetales

- Ninetales()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Umbreon

- Umbreon()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Bulbasaur

- Bulbasaur()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Rapidash

- Rapidash()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Raichu

- Raichu()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Lapras

- Lapras()
- getAttack() : int
- getDefense() : int
- getDisplayName() : String
- getLearnableMoves() : List<MoveType>
- getMaxHp() : int
- getSpAtk() : int
- getSpDef() : int
- getSpeed() : int
- getTypes() : Type[]

Type

- Type(String[], String[], String[])
- BUG
- DARK
- DRAGON
- ELECTRIC
- FAIRY
- FIGHTING
- FIRE
- FLYING
- GHOST
- GRASS
- GROUND
- ICE
- NORMAL
- POISON
- PSYCHIC
- ROCK
- STEEL
- WATER
- noEffect: String[]
- notVeryEffective: String[]
- superEffective: String[]
- getTag(int) : ImageIcon
- hasNoEffectOn(Type) : boolean
- isNotVeryEffectiveOn(Type) : boolean
- isSuperEffectiveOn(Type) : boolean
- valueOf(String) : Type
- values() : Type[]

MoveCategory

- MoveCategory()
- PHYSICAL
- SPECIAL
- STATUS
- valueOf(String) : MoveCategory
- values() : MoveCategory[]

Utils

- Utils()
- clip: Clip
- calculateDamage(PokemonImpl, PokemonImpl, MoveType) : double
- getFont(String, float) : FontUIResource?
- getTypeModifier(PokemonImpl, MoveType) : double
- getURL(String) : URL
- playMusic(String) : void
- playSound(String) : void
- randDouble(double, double) : double
- randInt(int, int) : int
- randOf(Collection<T>) : T
- registerFonts(FontUIResource[]) : void
- resize(ImageIcon, int, int) : ImageIcon
- setUIFont(FontUIResource) : void

Datas

- Datas()
- pokemons: HashMap<String, PokemonImpl>
- addToLeaderboard(String, int) : void
- getLeaderboard() : LinkedHashMap<String, Integer>
- getLeaderboardWorstPoints() : int
- getPokemons() : HashMap<String, PokemonImpl>

Move

- Move(MoveType)
- moveType: MoveType
- pp: int
- getMoveType() : MoveType
- getPP() : int
- setPP(int) : void

Team

- Team()
- pokemons: List<PokemonImpl>
- add(PokemonImpl) : boolean
- contains(PokemonImpl) : boolean
- getDeadPokemons() : int
- getPokemons() : List<PokemonImpl>
- getRandom(int) : Team
- hasPokemonAvailable() : boolean
- isFull() : boolean
- remove(PokemonImpl) : void
- size() : int

Battle

- Battle(Team, Team)
- Battle()
- opponentPokemon: PokemonImpl
- opponentTeam: Team
- playerPokemon: PokemonImpl
- playerTeam: Team
- getOpponentPokemon() : PokemonImpl
- getOpponentTeam() : Team
- getPlayerPokemon() : PokemonImpl
- getPlayerTeam() : Team
- setOpponentPokemon(PokemonImpl) : boolean
- setPlayerPokemon(PokemonImpl) : boolean

JPokeBattle

- JPokeBattle()
- main(String[]) : void
- registerPokemons() : void

StartMenu

- StartMenu()
- paintComponent(Graphics) : void

PokedexMenu

- PokedexMenu()
- addButton: JButton
- fightButton: JButton
- infoStats: JLabel
- infoTitle: JLabel
- infoTypes: JLabel
- selected: PokemonImpl
- team: Team
- teamComponents: List<JComponent>
- paintComponent(Graphics) : void
- refreshTeam() : void

FightMenu

- FightMenu(Team, Team, int)
- FightMenu(Team, Team)
- actualComponents: List<JComponent>
- battle: Battle
- fightButton: JButton
- message: AnimatedLabel
- opponentBar: AnimatedBar
- opponentLv: JLabel
- opponentName: JLabel
- opponentSprite: AnimatedLabel
- playerBar: AnimatedBar
- playerHP: JLabel
- playerLv: JLabel
- playerName: JLabel
- playerSprite: AnimatedLabel
- pokemonButton: JButton
- runButton: JButton
- winnedFights: int
- clearComponents() : void
- opponentMove() : void
- paintComponent(Graphics) : void
- pokemonAppear(PokemonImpl, AnimatedLabel, boolean) : void
- switchPokemon(PokemonImpl, boolean) : void

Application

- Application()
- instance: Application
- getInstance() : Application

LeaderboardDialog

- LeaderboardDialog()

CustomButton

- CustomButton(ImageIcon, int, int, int, int)

AnimatedLabel

- AnimatedLabel(ImageIcon)
- AnimatedLabel()
- timer: Timer
- appearText(String) : void
- appearTextAndExecute(String, Runnable) : void
- setLocation(int, int, int, int, Runnable) : void

AnimatedBar

- AnimatedBar(int, int, Color, Color, Color)
- timer: Timer
- decrement(int) : void
- resetBar(int, int) : void

AnimatedBarUI

- AnimatedBarUI()
- paintDeterminate(Graphics, JComponent) : void
- paintIndeterminate(Graphics, JComponent) : void