JavaFX

JavaFX	
Main caller and initializer of the GuiController which creates and controls all of the views and scenes	GuiController

GuiController	
Manages Views/Scenes Passes information from JavaFX into UserInput to be passed into Game classes	startGameView choosePokemonView battleView forfeitAndEndGameView ruleView model

Model	
Runs the main game (battleMacro game loop) in a thread Pauses and resumes the game when necessary	GuiController BattleMacro

StartGameView	
Displays the start game screen	GuiController

RuleView	
Displays the rules	GuiController

DeathUpdate	
Updates the BattleView when Pokemon has died	GuiController BattleView BattleMacro

ChoosePokemonView	
Displays the interface through which the player will select three Pokemon from six randomly generated	GuiController

BattleView	
Displays the interface through which the Player will battle against the Bot	GuiController

ForfeitAndEndGameView	
Displays the interface through which the Player will battle against the Bot	GuiController

Main

Main	
Starts the entire game by creating and calling the JavaFX class	JavaFX

BattleMicro	
Plays out every single round Calls functions that calculate damage, who goes first, etc.	BattleMacro Player Bot UserInput MovesInventory Move

BattleMacro	
Manages BattleMicro	UserInput GuiController

GameState	
Holds Enums of the different states of the game	BattleMacro

UserInput	
Communicates System.in information between the JavaFX and the Game classes	BattleMicro GuiController Player

Player	
Contains Pokemon Team Chooses Pokemon Team Switches current Pokemon	BattleMicro UserInput

Bot	
Contains Pokemon Team Chooses Pokemon Team Switches current Pokemon	BattleMicro UserInput

MovesInventory	
Contains all functions representing what every specific move does Calculates damage	BattleMicro

Move	
Contains all the information related to a specific move, including stats needed for calculation	MovesInventory BattleMicro

DataLoader	
Retrieves the CSV data from Bucknell Engineering Department's Linux Servers	PokemonInventory MovesInventory

PokemonInventory	
Stores all of the different Pokemon	BattleMicro

Pokemon	
Represents and stores all of the information of a single Pokemon	PokemonInventory Player Bot MovesInventory Move

PokemonStatusEffect	
Holds the enums of the different status effects that a Pokemon can have	Pokemon