Player

The player of the game who can move across the map and additionally is able to throw rocks or bait at the pokemon, or run away. The appearance of the player will be able to be selected by the user.

Item

There will be different items that do different things. For example, one item that we may have is goggles to be able to view HP during a battle, or a weed wacker to destroy a bushel on the map view.

SafariBall

Throw the ball to try to catch a pokemon in a battle. Three types of balls that vary in their ability to catch.

Pokemon

There will be 10 types of pokemon in battle, with different HP and rarity levels.

Additionally, we will have classes for each of the views (Intro, Map, Battle, Results, and maybe Pokedex).