Relations
Trainer(<u>UID</u>, Nickname, Exp)
OwnedBy(<u>Trainer.UID</u>, <u>Pokemon.UID</u>, IsFavorite)
Pokemon(<u>UID</u>, Name, IVs, Level)   [Note: Assume IVs is a string so 15/15/15 is able to be stored in one attribute]
MemberOf(<u>UID</u>, <u>Name</u>)
Species(<u>Name</u>, ATK, DEF, STA)
EvolvesInto(<u>Preevolution.name</u>, <u>Postevolution.name</u>)
HasQuick(<u>UID</u>, <u>QuickName</u>)
HasCharge(<u>UID</u>, <u>ChargeName</u>)
Move(<u>Name</u>, Dmg, CD)
Quick(<u>Moves.name</u>, EnergyGained)
Charge(<u>Moves.name</u>, EnergyLost)

Functional Dependencies:
Trainer.UID -> Nickname, Exp
Trainer.UID, Pokemon.UID -> IsFavorite
Pokemon.UID -> Name, IVs, Level
Species.Name -> ATK, DEF, STA
Moves.Name -> Dmg, CD