1. Trainer
   1. Team
      1. 6 slots
      2. Order switching
      3. Summary
      4. Hold Item
      5. Nickname
      6. Level
      7. Health
      8. -
   2. Items
      1. Healing
      2. Hold
      3. One time use
      4. -
   3. Save
      1. Pokemon team
      2. Pokemon storage
      3. Item storage
      4. Total time
      5. Leaders defeated
      6. Points
      7. Shop Unlocks
      8. -
   4. Pokedex
      1. Kanto
      2. Johto
      3. Hoenn
      4. Sinnoh
      5. Unova
      6. Kalos
      7. National
      8. -
   5. Trainer Card
      1. Name
      2. Total time
      3. Points
      4. Badges
      5. Pokedex
      6. -
   6. Options
      1. Audio
      2. Font
      3. Borders
      4. Shift/Set
      5. -
   7. Sprites
      1. Mini sprites
      2. Hold item sprite
      3. Health bar
      4. Status
      5. -
   8. -
2. Pokemon
   1. Current Moves
      1. 4 moves
      2. Coloration by type
      3. Type sprite
      4. PP
      5. -
   2. Available Moves
      1. Level up
      2. TM/HM
      3. Tutor
      4. Egg
      5. -
   3. Base stats/XP curve
      1. HP
      2. Attack
      3. Defense
      4. Special Attack
      5. Special Defense
      6. Speed
      7. Very Slow, Slow, Medium, Fast, Very Fast XP
      8. -
   4. IV/EV/Nature/Gender
      1. Random IVs upon Obtain
      2. 0-31 any IV
      3. Personal EV 0-255
      4. EV Given on defeat
      5. 25 natures
      6. Male/Female/Neither
      7. Rate of gender
      8. -
   5. Ribbons
      1. Normal/Regional/National
      2. Champion
      3. Monotype
      4. Achievement
      5. -
   6. Evolutions
      1. Level up
      2. Item
      3. Trade
      4. Move
      5. Pokemon in party
      6. Pokemon in trade
      7. Friendship
      8. Time based
      9. Location based
      10. -
   7. Types
      1. Natural 16 types
      2. Dual types
      3. Current type
      4. -
   8. Ability
      1. Available abilities natural
      2. Hidden ability
      3. Current ability
      4. -
   9. Hold Item
   10. Current Experience
       1. Experience to next level
       2. -
   11. Current status
       1. Burn, Freeze, Sleep, Poison, Paralyze, Faint
       2. Curse, Nightmare, Leech Seed, etc
       3. -
   12. Current Stats
       1. Normal six
       2. Evasion, Accuracy
       3. -
   13. Shiny
   14. -
3. Field
   1. Weather
      1. Rain, Sun, Hail, Sand, Wind
      2. -
   2. Field effects
      1. Electric Terrain, Misty Terrain, Grassy Terrain
      2. -
   3. Entry Hazards
      1. Stealth Rocks, Spikes, Toxic Spikes
      2. -
   4. Move Animations
      1. Hits self
      2. Hits opponent
      3. Hits all opponent
      4. Hits all on field
      5. -
   5. Selection Animations
      1. Move selection
      2. Target selection
      3. -
   6. Pokemon Status Bars
      1. HP
      2. Status
      3. Nickname
      4. Level
      5. Experience
      6. -
   7. Pokemon Sprites
   8. Battle Backgrounds
      1. 16 types (for leaders)
      2. Field effect backgrounds
      3. Tile for champions
      4. Alternate type for Elite Four
      5. -
   9. Battle Bases
      1. 16 types (for leaders)
      2. Field effect bases
      3. Tile for champions
      4. Alternate type for Elite Four
      5. -
   10. Dialogue box
       1. Player move selection
       2. Turn events
       3. -
   11. -
4. Shop
   1. Points
   2. Pokemon Prices
   3. Item Prices
   4. Breeder Services
      1. IV Increase Chance
      2. Egg Move Chance
      3. Nature Chance
      4. Level Up Move Chance
      5. Multiple Pokemon Chance
      6. -
   5. Sell Items
      1. Half price
      2. -
   6. Passwords
      1. Pokemon
      2. Items
      3. Debug
      4. -
   7. Training facilities
      1. EV training
      2. XP training
      3. Shiny training
      4. -
   8. Move tutor
   9. Move relearner
      1. Only show moves appropriate for level
      2. -
   10. Move delete
       1. Delete any unless only 1 remains
       2. -
   11. Special Pokemon areas
       1. Mystery Egg
       2. Legends
       3. Ubers
       4. Chance of finding
       5. -
   12. -
5. System
   1. Autoheal
   2. Pokemon/Item storage
      1. 30 pokemon per box
      2. 50 boxes per trainer
      3. Release pokemon
      4. Mark pokemon
      5. Swap held items
      6. Move pokemon
      7. Withdraw pokemon
      8. Deposit pokemon
      9. Infinite item storage
      10. -
   3. Start menu
      1. Intro
      2. Continue
      3. New Game
      4. Options
      5. -
   4. In-Game menu
      1. Pokedex
      2. Pokemon
      3. Bag
      4. Trainer Card
      5. Options
      6. Save
      7. Quit
      8. Leaders
      9. Shop
      10. Training
      11. -
   5. Dialogue boxes
      1. Shop Dialogue
      2. Leader Selection Dialogue
      3. -
   6. Bag display
      1. Hold items
      2. Healing Items
      3. One Use Items
      4. Berries
      5. Free Space
      6. Alphabetize (?)
      7. -
   7. Pokemon display
      1. Summary
         1. Dex Number
         2. Species
         3. Type
         4. Total XP
         5. To next level
         6. -
      2. IVs/EVs
      3. Stats
      4. Moves
      5. Ribbons
      6. -
   8. Battles
      1. Type chart
      2. Damage calculation
      3. Buffs/Debuffs
      4. Non-attack damage
      5. Abilities
      6. Items
      7. Event Queue
      8. -
   9. Persistant System
      1. Persist
      2. GetPersist
      3. –
   10. Error Logging
       1. File name
       2. Line number
       3. Relevant parameters
       4. -
   11. Input
       1. F8 – Screennshot
       2. F12 – Reset
       3. Enter, Z – A Key
       4. Backspace, X – B Key
   12. -
6. AI
   1. Trainer teams
   2. Move selection
      1. Offensive
      2. Status
      3. Weather
      4. Boost
      5. Field
      6. -
   3. Switching
   4. Skill level
      1. Noob, Amateur, Capable, Respected, Elite
      2. Failure chance
      3. -
   5. Healing
   6. -
7. Scene Manager
   1. Intro
   2. Main Menu
   3. New Game
   4. Game
   5. Shop
   6. -
8. -