**Pokemon Class**

**Variables:**

* base stats
  + int or int array
* current stats
  + int or int array
* remaingHP
  + int
* size
  + int 1-4
* exp current
  + int
* exp remaining
  + int
* travel speed
  + 1 if normal
  + 0.5 for half speed
  + etc…
* temp stat increases
  + array
* statusAfflicitions
  + string list
* ability
  + String
* held item
  + object or string
* hasEvolution
  + boolean
* ableToEvolve
  + boolean
* needItemToEvolve
  + boolean
* whatItem
  + String
* Recruitment
  + float
  + percent chance to recruit if wild
* isWild
  + boolean
* moves
  + string array
  + size 4
* pp
  + int array
  + size 4
* linkedMoves
  + Array of Arrays
  + size 4

**Init:**

* pulls from json file

**Functions:**

* levelUp
  + HP Max 999
  + Stat Max 255
  + if learn new move
    - pull from json
    - call learnMove
  + if hasEvolution is true
    - calls canEvolveDecider
* canEvolveDecider
  + checks if able to evolve and update boolean ableToEvolve
* learnMove
* attack
  + check if moves are linked to attack linked move way
* takeDamage
  + lowest health hits is 0
  + if health is 0
    - empty statusAfflicition list and make the target fainted and call fainted functions
    - if isWild
      * calculated random chance of recruitment
      * if recruited then added to list of pokemon back home
* gainExp
  + check exp to next level
    - from Json
  + call levelUp if remaining hits 0

**Notes:**

* no EV/IV
* no Nature
* no Speed
* Recruitment Rates

