<div align="center">Section A: Bottom-Up</div>

Functions:

- readCSV() this function will read the pokemon info from the csv file
- store_list() this function will append the data from the csv file to corresponding lists
- user_input() we will need user input throughout the program
- display() this function will be used to display any data that the program must show the user
- menu() this function will be used to create and update menu components
- catching() this function will be used in the 'catching' of pokemon
- level_up() this function will be used to level up pokemons
- calc_CP() this function will be used to calculate CP points
- selection_menu() this function will be used to display a selection menu
- player#() this will be used to toggle between the two players
- level _up_data() this function will be called to reference the parameters for leveling up pokemon
- candies_awarded() this function will determine the number of candies awarded from a successful catch
- Starting_pokemon() function to pick a low level pokemon for the player to start with
- battle() function that takes users stats and "battles" with each of them

Section B: Top-Down
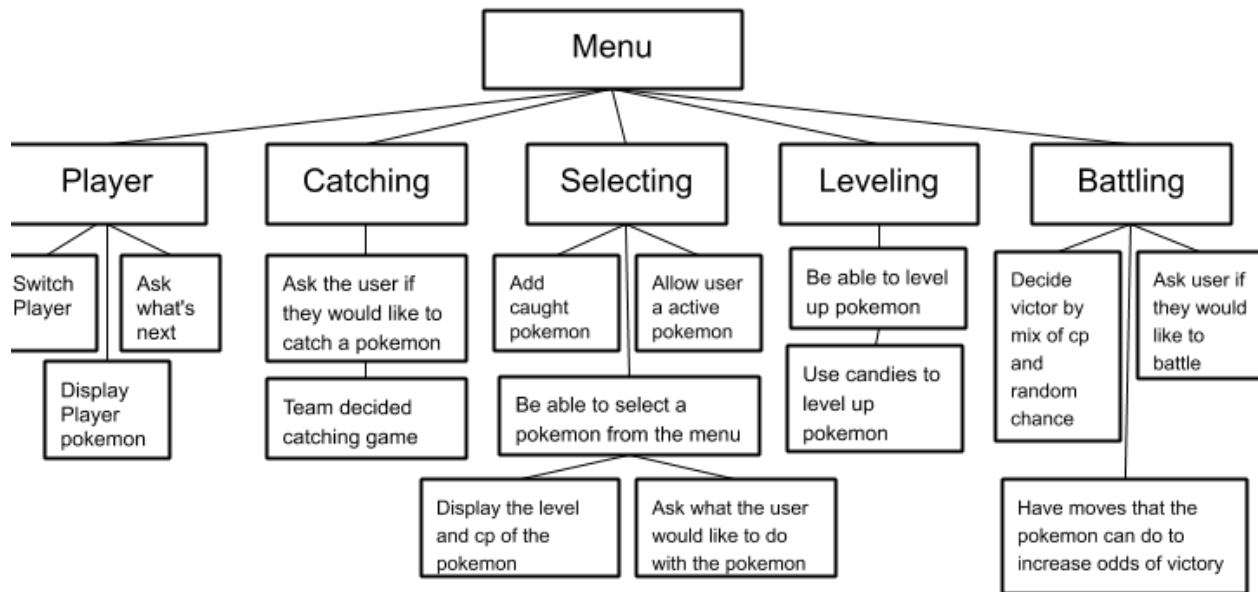
MENU

Display options that the user can do.

Must show the following selections and be assigned a number.

Ask user what they would like to do.

PLAYER

Be able to switch between players

Must be able to have unlimited number of players, but only two active

Ask players what they would like to do and display their pokemon

CATCHING

Ask the user if they would like to catch a pokemon.

If yes then start a game.

Game can be whatever we decide.

SELECTING

Be able to select a pokemon from the menu

Display the level and cp of the pokemon

Ask what the user would like to do with the pokemon

All pokemon should be added onto a csv file with all other caught pokemon

Allow user to have active pokemon

LEVELING
Be able to level up pokemon
Can rip this from prior lab

BATTLING
Ask user if they would like to battle
Decide victor by mix of cp and random chance
Have moves that the pokemon can do to increase odds