* Pack Pack Monsters Requirements
  + Mockups
  + Content generations
    - Generate monsters data (actual content)
    - Generate item data
    - Generate user data?
    - Work with backend to define data
  + Battle a pc (player)
    - attack
      * There should be four attacks
    - run
      * There should be some chance that you get away
    - item
      * Bring you to another screen where you can select and apply and item
    - party
      * Pick different monsters
  + Battle a pc monster (for catching)
    - same as above with the ability to be caught
  + Peer to peer battling
    - Do the above battle but with a user on the other end
    - We should aim for serverless to begin (maybe nfc/wifi direct/ble)
  + Pack
    - The screen that comes up when when you select items
    - Should be similar to store (below)
    - Should apply item to a monster (which will be selected through the party screen)
  + Store
    - You should be able to select an item and buy it
    - This screen should resemble the pack
    - currency should be achieved through battle (maybe with experience)
* Reach Goals
  + Leveling up
  + More content
  + Google maps/gps
  + Server communication
  + In app purchases
  + Monster progression (evolution)
  + Learning (moves)