Monster{

String name

Int hp

String type

String [] moves

String description

Image}

Move{

String name

Boolean isBuff

Int damage

Boolean isCoolingDown

String type

String description}

**Monsters**

Peyero

HP=16

Type=Fire

Moves={Fireball, Forest Fire, Fire-Up!, Smack}

Description=”This monster tries to fight fire with fire, making it deadly!”

Moultin

HP=21

Type=Fire

Moves={Fireball, Arson Blast, Evaporate, Yodel}

Description=”Careful not to touch this monster! It’ll singe whatever it touches.”

Ignaight

HP=19

Type=Fire

Moves={Fireball, Inferno, Engulf, Scratch}

Description=”This monster will light everything up in its path just for the fun of it.”

Rakh

HP=18

Type=Earth

Moves={Stone, Crush, Harden, Lick}

Description=”Easily mistaken for a harmless rock, this monster isn’t to be messed with.”

Kwayk

HP=24

Type=Earth

Moves={Stone, Landslide, Wall-up, Tickle}

Description=”It will take a lot of effort to penetrate this monster’s defenses!”

Dyurt

HP= 20

Type=Earth

Moves={Stone, Bury, Drought, Whip}

Description=”This monster will put you 6 feet under if you underestimate it.”

Whoush

HP=17

Type=Wind

Moves={Gust, Breaking Wind, Zephyr, Flick}

Description=”If you don’t watch your footing, this monster will blow you away with all its might!”

Blough

HP=22

Type=Wind

Moves={Gust, Reverse Vacuum, Deflect, Clap}

Description=”It’ll be hard to get within range of this monster, since it keeps you at bay with the winds for protection. ”

Aerou

HP=18

Type= Wind

Moves={Gust, Tornado, Suffocate, Stab}

Description=”This monster is elusive, so make sure to keep your eye on it.”

Ahkwa

HP= 17

Type=Water

Moves={Splash, Tsunami, Condensate, Poke}

Description=”This ain’t gonna be a swim in the kiddie pool. Be on your guard for this monster!”

Vaypour

HP=22

Type=Water

Moves={Splash, Blizzard, Freeze, Kick}

Description=”You thought the back of the fridge froze everything? Guess again!”

Aiyce

HP=21

Type=Water

Moves={Splash, Icicle Blast, Flood, Punch}

Description=”This monster knows how to break the ice, so dress warm.”

**Moves**

Fireball

isBuff=false

Damage=5

isCoolingDown=false

Type=Fire

Description=”Basic fire attack. Strong against earth monsters.”

Stone

isBuff=false

Damage=5

isCoolingDown=false

Type=Earth

Description=”Basic earth attack. Strong against wind monsters.”

Gust

isBuff=false

Damage=5

isCoolingDown=false

Type=Wind

Description=”Basic wind attack. Strong against water monsters.”

Splash

isBuff=false

Damage=5

isCoolingDown=false

Type=Water

Description=”Basic water attack. Strong against fire monsters.”

Forest Fire

isBuff=false

Damage=10

isCoolingDown=false

Type=Fire

Description=”Special fire attack. Severely damages earth monsters.”

Arson Blast

isBuff=false

Damage=10

isCoolingDown=false

Type=Fire

Description=”Special fire attack. Severely damages earth monsters.”

Inferno

isBuff=false

Damage=10

isCoolingDown=false

Type=Fire

Description=”Special fire attack. Severely damages earth monsters.”

Crush

isBuff=false

Damage=10

isCoolingDown=false

Type=Earth

Description=”Special earth attack. Severely damages wind monsters.”

Landslide

isBuff=false

Damage=10

isCoolingDown=false

Type=Earth

Description=”Special earth attack. Severely damages wind monsters.”

Bury

isBuff=false

Damage=10

isCoolingDown=false

Type=Earth

Description=”Special earth attack. Severely damages wind monsters.”

Breaking Wind

isBuff=false

Damage=10

isCoolingDown=false

Type=Wind

Description=”Special wind attack. Severely damages water monsters.”

Reverse Vacuum

isBuff=false

Damage=10

isCoolingDown=false

Type=Wind

Description=”Special wind attack. Severely damages water monsters.”

Tornado

isBuff=false

Damage=10

isCoolingDown=false

Type=Wind

Description=”Special wind attack. Severely damages water monsters.”

Tsunami

isBuff=false

Damage=10

isCoolingDown=false

Type=Water

Description=”Special water attack. Severely damages fire monsters.”

Blizzard

isBuff=false

Damage=10

isCoolingDown=false

Type=Water

Description=”Special water attack. Severely damages fire monsters.”

Icicle Blast

isBuff=false

Damage=10

isCoolingDown=false

Type=Water

Description=”Special water attack. Severely damages fire monsters.”

Fire-Up!

isBuff=true

Damage=0

isCoolingDown=false

Type=Fire

Description=”Buff for fire monsters. Doubles all elemental attack damage.”

Harden

isBuff=true

Damage=0

isCoolingDown=false

Type=Earth

Description=”Buff for earth monsters. Doubles all elemental attack damage.”

Zephyr

isBuff=true

Damage=0

isCoolingDown=false

Type=Wind

Description=”Buff for wind monsters. Doubles all elemental attack damage.”

Condensate

isBuff=true

Damage=0

isCoolingDown=false

Type=Water

Description=”Buff for water monsters. Doubles all elemental attack damage.”

Evaporate

isBuff=true

Damage=15

isCoolingDown=false

Type=Fire

Description=”Heal a fire monster for 15 HP and block the next water attack inflicted.”

Wall-Up

isBuff=true

Damage=15

isCoolingDown=false

Type=Earth

Description=”Heal an earth monster for 15 HP and block the next fire attack inflicted.”

Deflect

isBuff=true

Damage=15

isCoolingDown=false

Type=Wind

Description=”Heal a wind monster for 15 HP and block the next earth attack inflicted.”

Freeze

isBuff=true

Damage=15

isCoolingDown=false

Type=Water

Description=”Heal a water monster for 15 HP and block the next wind attack inflicted.”

Engulf

isBuff=false

Damage=10

isCoolingDown=false

Type=Fire

Description=”Deal increased damage to wind monsters with this fire attack.”

Drought

isBuff=false

Damage=10

isCoolingDown=false

Type=Earth

Description=”Deal increased damage to water monsters with this earth attack.”

Suffocate

isBuff=false

Damage=10

isCoolingDown=false

Type=Wind

Description=”Deal increased damage to fire monsters with this wind attack.”

Flood

isBuff=false

Damage=10

isCoolingDown=false

Type=Water

Description=”Deal increased damage to earth monsters with this water attack.”

Smack

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Yodel

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Scratch

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Lick

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Tickle

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Whip

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Flick

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Clap

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Stab

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Poke

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Kick

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”

Punch

isBuff=false

Damage=5

isCoolingDown=false

Type=Normal

Description=”Basic attack.”