Pokemon Game:

This pokemon game will only be the battling aspect of it

* Input file – Describes the Pokemon available for ues during the game
* Output – Winner of the battle
* Interactive input and output – Navigating what move to use
* Boolean variable – If opponent pokemon faints : alive = false;
* Separate class with methods to create pokemon text art
* Array list – Holds the available Pokemon and Pokemon being used by the player and the computer
* Output – The results of each step of the battle.
* A list of pokemon to choose from in alphabetical order (sort)
  + Can use a search method to choose

Input File: Describes the Pokémon available for use during the game.  So your game would read the various Pokémon from the file, and load them into classes stored in an array.

Interactive Component: The player chooses what action to take.

Arrays: Hold the available Pokémon and the Pokémon being used by the player and the computer.

Output: The results of each step of the battle.  That way a player can review an entire battle and see what happened.