Arena
+ terrain: string
+ round: int
+ terrainRound: int

+ addPokemon(char, string, int, int) : void
+ simulateBattle() : void
+ spawnTerrain() : void
+ restartTerrain() : void
+ printRoundStats(int, int) : void
+ printMatchResults() : void

Pokemon
+ name: string   + isFainted: bool
+ hp: int   + isPowerUp: bool
+ damage: int   + isOwnTerrain: bool
+ powerUp: int   + powerUpRound: int
+ recharge: int

+ print() : void

ElectricPokemon
+ isConfusion: bool
+ confusionRound: int

+ attack(PsychicPokemon&, int) : bool
+ print() : void

PsychicPokemon
+ attack(ElectricPokemon&, int) : bool
+ print() : void

myElectricPokemon

myPsychicPokemon

opponent

Relations
Arena -> electric pokemon **(aggregation)**
Arena -> psychic pokemon **(aggregation)**
Pokemon -> electric pokemon **(inheritance)**
Pokemon -> psychic pokemon **(inheritance)**
Electric pokemon -> psychic pokemon **(association)**

Visibility
Arena -> electric pokemon **(attribute visibility)**
Arena -> psychic pokemon **(attribute visibility)**
Electric pokemon -> psychic pokemon **(parameter visibility)**

Name hiding
print function in Pokemon class is overridden by ElectricPokemon and PsychicPokemon classes.