Pre-coding UML Diagram

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| Pokémon |
| +Name: string  +Moveset: Move[]  +HP: int  +Attack: int  +Defense: int  +Types: Type[] |

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| Move |
| +Name: string  +Damage: int  +type: Type |

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| UI |
| +setPokemonImages()  +refreshUI()  +setParty()  +setMoves()  +startProgram() |

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| Battle |
| +attackEnemy()  +isMoveEffective()  +calculateEffectiveness() |

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| Type |
| Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel, Water |