

Pomenon
<b>Instance Vars</b> <ul style="list-style-type: none"> <li>- String name</li> <li>- int health</li> <li>- int level</li> <li>- int experience</li> <li>- ArrayList&lt;Moves&gt; moves</li> </ul>
<b>Methods</b> <pre> + Pomenon(String pname, PomType ptype, int phealth, int plevel, int pexperience) + String getName() + PomType getType() + AL&lt;String&gt; getWeaknesses() + int getHealth() + int getLevel() + int getXP() + AL&lt;Moves&gt; getMoves()  + String setName( Str newName ) + Moves addMove( Moves newMove) + int setHealth( int newHealth ) + int setLevel( int newLevel ) + int setXP (int newXP )  + boolean attack(Moves myMove, Pomenon enemy) + boolean isWeakness(PomType myMove, Pomenon enemy) + boolean isDead()</pre>

Player
<b>Instance Vars</b> <ul style="list-style-type: none"> <li>- String playerName</li> <li>- ArrayList&lt;Pomenon&gt; playerPomenons</li> <li>- ArrayList&lt;Pomenon&gt; playerTeam</li> <li>- ArrayList &lt;Items&gt; playerBag</li> <li>- int balance</li> </ul>
<b>Methods</b> <pre> + Player(String pplayerName, int pbalance) + String getPlayerName() + int getBalance() + ArrayList&lt;Pomenon&gt; getPlayerPomenons() + ArrayList&lt;Pomenon&gt; getPlayerTeam  + Pomenon addPomenon(Pomenon new Pomenon) + String toString() + String listPomenons() + Pomenon releasePomenon(int pokemon)</pre>

PomType
<b>Instance Vars</b> <ul style="list-style-type: none"> <li>- String typeName</li> <li>- ArrayList&lt;String&gt; weaknesses</li> <li>- ArrayList&lt;String&gt; strengths</li> </ul>
<b>Methods</b> <pre> + PomType(String pType) + String getTypeName() + AL&lt;String&gt; getWeaknesses() + AL&lt;String&gt; getStrengths()  + String addWeaknesses(String a) + String addStrengths(String a)</pre>

Moves
<b>Instance Vars</b> <ul style="list-style-type: none"> <li>- String moveName</li> <li>- int moveDamage</li> <li>- PomType moveType</li> </ul>
<b>Methods</b> <pre> + Moves(String name, int damage, PomType type) + int getMoveDamage() + PomType getMoveType()</pre>

Game
<b>Instance Vars</b> <ul style="list-style-type: none"><li>- boolean gameOver</li></ul>
<b>Methods</b> <ul style="list-style-type: none"><li>+ void introduction()</li><li>+ void walk()</li><li>+ void battle (Player me, Player you)</li><li>+ boolean checkUsablePomenon(Player gamer)</li></ul>

Player has an array of Pomenons. Pomenons have an array of moves. Move have PomType attributes.

Map (map1, map2, map3, etc.)
<b>Instance Vars</b> <ul style="list-style-type: none"><li>- char[][] _maze</li><li>- int height, width</li><li>- int initRow, initColumn</li><li>- char originalTile</li></ul> <ul style="list-style-type: none"><li>Final - char PLAYER</li><li>Final - char GRASS</li><li>Final - char EXIT</li><li>Final - char DIRT</li><li>Final - char WALLVert</li><li>Final - char WALLHor</li><li>Final - char TREE</li><li>Final - char SLANT</li></ul>
<b>Methods</b> <ul style="list-style-type: none"><li>+ int getInitRow()</li><li>+ int getInitCol()</li><li>+ char getPrev()</li></ul> <ul style="list-style-type: none"><li>+ Map(File inputFile)</li><li>+ boolean placePlayer(int row, int columns)</li><li>+ char playerMove()</li></ul>