Final Project UML Diagrams
Pokemon Shining Pearl

Woo.java

Instance Variables

+   Scanner   in

Methods

+   Pokemon   generatePokemon(Player, int)
+   int   generateLvl(Player)
+   int   generateType()
+   boolean   generateGender()
+   String   generateName()
+   boolean   runaway()
+   void   wait(int)
+   void   walk()
+   boolean   battle(Player, Pokemon, String)
+   String   generateMove(Pokemon)
+   void   goToNurse(Player, String)
+   boolean   goToGym(Player, String)
+   boolean   gymBattleFire(Player, String)
+   boolean   gymBattleWater(Player, String)
+   boolean   gymBattleGrass(Player, String)
+   void   gameSetup(Player)
+   void   chooseStarter(Player)
+   void   main(String)

Player.java

Instance variables

+   String   _name
+   boolean   _gender
+   int   _numPokemon
+   int   _numPokeball
+   int   _numBerries

Methods

```
+                Player()
+                Player(String, boolean)
+       void     wait(int)
+       void     expand()
+       void        add(Pokemon)
+       void     displayt()
+       void         displayPokedex()
+       void         displayPokemon()
+       void     displayInventory()
```

<u>Human.java</u>

Instance variables

```
+     String    _name
```

Methods

```
+                Human()
+                Human(String)
+     String     getName()
+     void       greet(Human)
+     void       goodbye(Human)
```

<u>Pokemon.java</u>

Instance variables

```
+     String    _name
+     int       _lvl
+     int       _exp
+     int       _hp
+     int       _attack
+     int       _defense
+     int       _mana
```

Methods

```
+                Pokemon()
+                Pokemon(int, int)
+     void       wait(int)
+     String     toString()
+     int        getManaMultiplier()
+     int        getDefenseMultiplier()
+     String     getName()
```

+	int	getHP()
+	int	getAttack()
+	int	getDefense()
+	int	getMana()
+	int	getLvl()
+	int	getExp()
+	void	displayt()
+	void	lvlUp()
+	boolean	isAlive()
+	int	getHP Multiplier()
+	void	displayMove()
+	void	move(String,Pokemon)
+	void	moveOther(String,Pokemon)

<u><<interface>></u>
<u>Types.java</u>

Methods

+	int	getHP()
+	int	getAttack()
+	int	getDefense()
+	int	getMana()
+	boolean	isAlive()
+	void	lvlUp()
+	int	getHPMultiplier()
+	void	displayt()
+	void	displayMove()
+	void	move(String, Pokemon)
+	void	moveOther(Pokemon)
+	int	getDefenseMultiplier()

<u>Fire.java extends Pokemon implements Types</u>

Methods

+		Fire(name,int, int)
+	void	wait(int)
+	void	setName(String)
+	int	getHP()
+	int	getAttack()
+	int	getDefense()

```
+    int       getMana()
+    boolean   isAlive()
+    int       getDefenseMultiplier()
+    int       lvlUp()
+    int       geHPMultiplier()
+    void      displayt()
+    void      displayMove()
+    void      move(String, Pokemon)
+    void      moveOther(String, Pokemon)
```

Water.java extends Pokemon implements Types

Methods

```
+              Water(name,int, int)
+    void      wait(int)
+    void      setName(String)
+    int       getHP()
+    int       getAttack()
+    int       getDefense()
+    int       getMana()
+    boolean   isAlive()
+    int       getDefenseMultiplier()
+    int       lvlUp()
+    int       geHPMultiplier()
+    void      displayt()
+    void      displayMove()
+    void      move(String, Pokemon)
+    void      moveOther(String, Pokemon)
```

Grass.java extends Pokemon implements Types

Methods

```
+              Grass(name,int, int)
+    void      wait(int)
+    void      setName(String)
+    int       getHP()
```

```
+    int       getAttack()
+    int       getDefense()
+    int       getMana()
+    boolean   isAlive()
+    int       getDefenseMultiplier()
+    int       lvlUp()
+    int       geHPMultiplier()
+    void      displayt()
+    void      displayMove()
+    void      move(String, Pokemon)
+    void      moveOther(String, Pokemon)
```