1. User – Player

* Info basic
* List Pokemon
* Curent location ([x, y, z])
* Ball pokemon

1. Map – Area (T)

* Location ([x, y, z])
* Barrier (Tree, Pokemon, Trainer bot, v.v …)
* Topographic (Sea, Moutain, Training Center, Forest, Sky)

1. Pokemon

* Id
* Name
* Type (1, 2, > 2)
* (Skill)

1. Trainer

* Name
* Pokemon [P, P, P, n P]