

Pokemon

- nickname: String
- kindOfPokemon: String
- health: int
- attack: int
- defense: int
- speed: int
- isEvolved: boolean

FightSimulator

+ battle(p1: Pokemon, p2: Pokemon) : Pokemon

EvolvedPokemon

- abilityName: String

+ increaseHealth() : void
+ increaseAttack() : void
+ increaseDefense() : void
+ increaseSpeed() : void
- abilityEffect(abilityName: String) : void

0..2

1

0..2

1

