Pokemon.java
==
- int _hp, _speed, _spatk, _atk, _spdef, _def, _currhp
- String _type1, _type2, _name
+ Move _move1, _move2, _move3, _move4

+ void takeDamage(int)
+ void setCurrHP(int)
+ void heal(int)

+ void move1()
+ void move2()
+ void move3()
+ void move4()

+ int getMaxHP()
+ int getCurrHP()
+ int getSpeed()
+ int getAtk()
+ int getDef()
+ int getSpAtk()
+ int getSpDef()
+ String getName()
+ String getType1()
+ String getType2()

Aerodactyl.java, Blastoise.java, Charizard.java,
Dragonite.java, Gengar.java, Lapras.java,
Machamp.java, Mewtwo.java, Pikachu.java,
Syther.java, Snorlax.java, Venusaur.java
(All of these inherit all methods and instance vars from Pokemon)

AI.java
==
+ Move findBestMove(Pokemon, Pokemon)
+ Move useBestMove(Pokemon, Pokemon)

Woo.java
==
+ stc void printPokemon(Pokemon, Pokemon)
+ void newGame()
+ void playSurvival()
+ void battleTrainer(int)
+ String getpName()
+ int getPlay()
+ int getWin()
+ int getLose()
+ int getKill()
+ stc void main (String [])

BattleUtils.java
==
+ stc float consultEffectiveness(String, String, String)
+ stc float calcModifier(Pokemon, Pokemon, Move)
+ stc int calcDamage(Pokemon, Pokemon, Move)
+ stc float calcModifierAI(Pokemon, Pokemon, Move)
+ stc int calcDamageAI(Pokemon, Pokemon, Move)

Move.java
==
+ String _name, _type
+ int _basePow
+ float acc
+ Boolean _isPhysical, _makesContact, _heal

+ Move(String, String, int, float, Boolean, Boolean)

+ String toString()

+ void use(Pokemon, Pokemon)