Bugs and weird things to look at.

* Thursday, February 8, 2024
  + Opposing trainer image scaled wide.
    - Enabled preserve aspect ratio on player and trainer image object. Appears to resolve issue.
  + Battle text not consistent size.
    - * ActionSelection.cs
      * MoveSelection.cs
    - Currently not coding issue
    - Resize text to 40px
    - Rewrite text with full caps and remove small caps option
* Pokeball showing during catching wild pokemon?
  + Pokeball image is not displaying
* Party Screen issue
  + Highlighted text of Pokemon sent out during battle is still highlighted after battle.
* Display EV gain information about pokemon?? In Pokedex.
* Further Modulate battle state with state machine???  
  <https://essentialsdocs.fandom.com/wiki/Battles>
  + Intro Battle State
    - Occurs at the beginning of the battle.
    - Wild Battle
    - Trainer Battle
      * Unique trainer dialogue
      * [Trainer] wants to battle
      * [Trainer] sent out [Pokemon]
      * Animation
        + [Trainer] plays send\_out\_pokemon animation & moves out of the screen in the right direction.
        + [Pokemon] comes out of pokeball. Pokemon Cry sound effect with animation. Hud screen slides into position from left to right.
        + Player plays send\_out\_pokemon animation & moves out of the screen in the left direction. Pokemon breaks out of pokeball and cry sound effect plays. Hud screen slides into position from right to left.
  + Battle State
    - Normal battle state.
  + End Battle State
    - Occurs at the end of the battle.