Woo *(abstract)*

PImage Img;
PImage user;
PImage coin;
PImage ctch;
PImage poke;
PImage shoP;
PImage shopInside;
PImage berry;
PImage pokeball;
Trainer player;
PFont book;
float playerX = 300;
float playerY = 418;
int wallet;

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void draw()
void setup()
void keyPressed()
void keyReleased()
void mouseClicked()
void tutorial()
void berryPopup()
void ballPopup()

Items

int drarity
boolean catching
String name

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int getDrarity()
int getDHealth()

Pokemon

String name
int health
int rarity
String urlImg
int children

---

int getRarity()
int getHealth()
String getName()
String getImage()

Trainer

Pokemon x
ArrayList<Items> backpack;
final ArrayList<TreeNode> pokedex;
ArrayList<Pokemon> storage;
int wallet;
ArrayList<Pokemon> common;
ArrayList<Pokemon> uncommon;
ArrayList<Pokemon> rare;
boolean catching;
String encounter;
boolean berrthrow;
int berryCount;
int ballCount;
float catchPct;
Pokemon enc

//pokeball
  PImage pokeballz;
  float beginX;
  float beginY;
  float distX;
  float distY;
  float pbX;
  float pbY;
  float step;
  float pct;
  boolean pokthrow;
  //berry
  PImage berrz;
  float bBeginX;
  float bBeginY;
  float bDistX;
  float bDistY;
  float bX;
  float bY;
  float bPct;

TreeNode

Pokemon _cargo
TreeNode _lt, _rt

TreeNode getLeft()
TreeNode getRight()
Pokemon getValue()
void setLeft(TreeNode theNewLeft)
void setRight(TreeNode theNewRight)
void setValue(Pokemon theNewValue)

```
float bPct,
float runpct = 0.9;

void move()
void Catch()
float getPct()
void setPct(float x)
boolean getberrthrow()
void setberrthrow()
void printBackpack()
boolean getpokthrow()
String getPoke()
void endCatch()
Pokemon getenc()
void setStorage(Pokemon x)
void printStorage()
ArrayList<TreeNode> pokedex()
boolean isCatch()
void endcatch()
void pokes()
int getBerryCount()
int getBallCount()
void setBerryCount(int x)
void setBallCount(int x)
boolean berryThrow()
```