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| PokemonGo |
| Static Methods  main(args : String[]) : void  choosingPokemon(player: Player) : Pokemon  playingPokemon(p1: Player, p2: Player, pokemonP1: Pokemon, pokemonP2: Pokemon) : void  whoWon(p1: Player, p2: Player, pokemonP1: Pokemon, pokemonP2: Pokemon) : int  champion(player: Player) : void  moveGUI(move: String, moveUrl: String) : void  won(pokemon: Pokemon) : void  roundGUI(pokemon1: Pokemon, pokemon2: Pokemon, round: int) : void  checkChosen(num: int, chosen: ArrayList<Integer>) : boolean  printPokemon(pokemons: ArrayList<Pokemon>) : void  printMoves(pokemon: Pokemon) : void  wait(num: int) : void  quit(num: int) : void  getRandomColor() : Color |

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| Player |
| name : String  pokemons : ArrayList<Pokemon>  injured : ArrayList<Pokemon> |
| Player()  Player(name: String, pokemons: ArrayList<Pokemon>)  getName() : String  getPokemons() : ArrayList<Pokemon>  getPokemonString() : String  getInjured() : ArrayList<Pokemon>  setName(name: String) : void  addPokemons(pokemons: ArrayList<Pokemon>) : void  setPokemons(pokemons: ArrayList<Pokemon>) : void  addInjured(pokemon: Pokemon) : void  setInjured(pokemons: ArrayList<Pokemon>) : void  removePokemons(pokemon: Pokemon) : void  removePokemonsAll() : void  attacked(pokemon: Pokemon, move: String, moveType: String) : void  typeFlying(pokemon: Pokemon) : boolean  toString() : String |

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| Pokemon |
| name : String  type : String  HP : int  HPLeft : int  moves : String[]  moveTypes : String[]  weakness : String[]  strengths : String[]  url : String  numMoves : String[]  moveUrl : String[]  sumNumMoves : int  dodge : boolean  public static numPokemon : int |
| Pokemon()  Pokemon(name: String, type: String, HP: int, moves: String, moveTypes: String, weakness: String, strengths: String, url: String, moveUrl: String)  getName() : String  getType() : String[]  getHP() : int  getHPLeft() : int  getMoves() : String[]  getMoveTypes() : String[]  getWeakness() : String[]  getStrengths() : String[]  static getNumPokemon() : int  getUrl() : String  getNumMoves() : int[]  getSumNumMoves() : int  getMoveUrl() : String[]  isDodge() : boolean  setName(name: String) : void  setType(String[] type) : void  setHP(int HP) : void  setHPLeft(int HPLeft) : void  setMoves(moves: String[]) : void  setMoveTypes(moveTypes: String[]) : void  setWeakness(weakness: String[]) : void  setStrengths(strengths: String[]) : void  static setNumPokemon(numPokemon: int) : void  setUrl(url: String) : void  setNumMoves() : void  setSumNumMoves() : void  setMoveUrl(moveUrl: String[]) : void  setDodge(dodge: boolean);  damage(damageTimes: double, damageString: String, damage: int) : void  reduceNumMoves(i: int) : boolean  toString() : String |