Java Mini Project

Shane Byrne

T00211595

## Requirements Specifications

The theme for my project is my own take on a Pokemon game.

The focus of the program is to add a pokemon to the saved data and stores it so that you can have an array of pokemon to choose from for the game.­

The complexity I tried using for my program is that I’d have a pokemon randomly generated to fight which ever one you pick, and the moves will also be randomly generated with each move having their own power value to decrease the pokemons health.

Couldn’t generate diagrams for some reason. I tried the CTRL+ALT+SHIFT+U on my files in and not in a package and nothing happened.