

Abstract	
Monster	
FireType, WaterType, GrassType	
<ul style="list-style-type: none"><li>Has a name, type, strong against, weak against, maxHP, hp, atk, def, and base value</li><li>Begins with an XP of 0 and lvl 1</li><li>In a Monster List</li><li>Attacks</li><li>Guards</li><li>Charges</li><li>Rests</li><li>Does a special move</li><li>Resets health</li><li>Gains XP</li><li>Interacts</li><li>Selects a monster</li></ul>	<ul style="list-style-type: none"><li>Monster</li></ul>

FireType	
Monster	
<ul style="list-style-type: none"><li>Has a type of fire</li><li>Is strong against grass and weak against water</li><li>Has an atk of the base value multiplied by 1.3</li><li>Has a def of the base value multiplied by 0.7</li><li>Has a modified special move</li></ul>	<ul style="list-style-type: none"><li>FireType</li><li>GrassType</li><li>WaterType</li></ul>

GrassType	
Monster	
<ul style="list-style-type: none"><li>Has a type of grass</li><li>Is strong against water and weak against fire</li><li>Has a modified rest move</li><li>Has a modified special move</li></ul>	<ul style="list-style-type: none"><li>FireType</li><li>GrassType</li><li>WaterType</li></ul>

WaterType		Monster
<ul style="list-style-type: none"> <li>Has a type of water</li> <li>Is strong against fire and weak against grass</li> <li>Has an atk of the base value multiplied by 0.7</li> <li>Has a def of the base value multiplied by 1.3</li> <li>Has a modified special move</li> </ul>	<ul style="list-style-type: none"> <li>FireType</li> <li>GrassType</li> <li>WaterType</li> </ul>	

Character		Trainer, NPC
Abstract <ul style="list-style-type: none"> <li>Has a name and a current location</li> <li>Travels</li> </ul>	<ul style="list-style-type: none"> <li>Location</li> </ul>	

NPC		Character
<ul style="list-style-type: none"> <li>Has a name, location, and dialog</li> <li>Interacts and prints dialog</li> </ul>	<ul style="list-style-type: none"> <li>Location</li> </ul>	

Trainer		Character
<ul style="list-style-type: none"> <li>Has an active monster and a team</li> <li>Captures a monster</li> <li>Battles with a monster or a trainer</li> <li>Inspects trainers, monsters, locations, etc.</li> <li>Captures monsters</li> <li>Releases monsters</li> </ul>	<ul style="list-style-type: none"> <li>Trainer</li> <li>Monster</li> <li>Location</li> <li>Interactive</li> </ul>	

Location	
<ul style="list-style-type: none"><li>• Has a name and a local specialty</li><li>• Has a list of people in the location</li><li>• Adds a person</li><li>• Removes a person</li><li>• Interacts</li></ul>	

Interface	
Interactive	
<ul style="list-style-type: none"><li>• Interacts</li></ul>	