The two classes we will be using are our Pokémon class and Human class. The Human class will store 3-6 Pokémon and information needed to keep track of the progress of the battle. The Pokémon class will contain info necessary for carrying out attacks and responses to attacks. The technologies we will be implanting include but are not limited to – displaying sprites of Pokémon, animations for attacks, and sending and receiving information between phones. Displaying images can be depending on how we plan to store images. We can download images from online each time it needs to be displayed on our UI. This would save us a lot of memory, however it will use up more data for downloads and can lead to more issues if there is a bad connection. The other way to display images is as a bitmap. This would take up a lot of storage and would require more research on how to best store each bitmap efficiently. Animations for attacks will be more difficult the more complicated our movements are. There are endless amounts of public libraries for downloading animations on the internet. Our most complicated process will involve communication between android devices. The two simplest ways of doing this would be Bluetooth or using TCP/UDP IP connection. Bluetooth would work well because there is no need for a central server. It is limited however, in that the two devices will have to be within 20 feet or so. The other option is to use TCP/IP connections just like a computer. One of the phones will serve as a server, however issues could arise if the IP address of a phone is not globally reachable. Because of the amount of complications of the connection process, this is where most of time for testing will be spent. We will have to start with simple things like a string or integer and work our way to moves being sent. During testing, we must also test with different phones being connected along with all of the phones using different internet connections (Wi-Fi, 3G, 4G, etc.). The other technologies, animations and sprites, can be tested locally. We have included a Gantt chart outlining a preliminary schedule for our project.