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| **Functional requirement** | **Class Name** | **Method name** |
| **R-F1:** Create players. | Class Player | Player (): Player |
| Class VideoGame Manager | playerConfig (): void  registerPlayer (): void |
| Class VideoGame Controller | registerPlayer (): Boolean  checkNickNameDisponibility (): Boolean |
| **R-F2:** Register enemies for a level. | Class Enemy | Enemy (): Enemy  setLocatedLevel (): void  setPositionY (): void  setPositionX (): void |
| Class Level | addEnemy (): void  checkPosition (): Boolean |
| Class VideoGame Manager | enemyConfig (): void  registerEnemy (): void  addEnemyToLevel (): void |
| Class VideoGame Controller | registerEnemy (): Boolean  checkEnemyNameExistence (): Boolean  checkEnemyNameDisponibility (): Boolean  addEnemyToLevel (): Boolean |
| **R-F3:** Register treasures for a level. | Class Treasure | Treasure (): Treasure  setLocatedLevel (): void  setPositionY (): void  setPositionX (): void |
| Class Level | addTreasure (): void  checkPosition (): Boolean |
| Class VideoGame Manager | treasureConfig (): void  registerTreasure (): void |
| Class VideoGame Controller | registerTreasure (): Boolean |
| **R-F4:** Change a player's score. | Class Player | setScore (): void |
| Class VideoGame Manager | playerConfig (): void  modifyPlayerScore (): void |
| Class VideoGame Controller | checkNameExistence (): Boolean  modifyPlayerScore (): void  searchMissingScore (): double |
| **R-F5:** Increase the level for a player. | Class Player | setScore (): void |
| Class VideoGame Manager | playerConfig (): void  modifyPlayerScore (): void |
| Class VideoGame Controller | checkNameExistence (): Boolean  modifyPlayerScore (): void  searchMissingScore (): double |
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