

Requerimiento Funcional	Nombre de la Clase	Nombre del método
R1 Register player	VideoGameManager	+menu():void
	VideoGameController	+createPlayer():void
	Player	+createPlayer(String,String):boolean
		+Player(String,String)
R2 Register level	VideoGameManager	+configLevel():void
	VideoGameController	+generateLevels(int,int):void
	Level	
R3 Register enemy	VideoGameManager	+menu():void
	VideoGameController	+createEnemy():void
	Enemy	+createEnemy(String,int,int,int,int,int):boolean
		+Enemy(String,int,int,int,int,int)
R4 Register treasure	VideoGameManager	+menu():void
	VideoGameController	+createTreasure():void
	Treasure	+createTreasure(String,String,int,int,int):boolean
		+Treasure(String,String,int,int,int)
R5 Add enemy to level	VideoGameManager	+menu():void
	VideoGameController	+asociateMenu():void
	Level	+addenemyToLevel():void
	Enemy	+addEnemyToLevel(int,int):boolean
		+addEnemyToLevel(Enemy):boolean
		+updateLevelDificult(int):void
		+showEnemies():String
R6 Add treasure to level	VideoGameManager	+menu():void
	VideoGameController	+asociateMenu():void

	Level	+addTreasureToLevel():void
	Treasure	+addTreasureToLevel(int,int,int):boolean
		+addTreasureToLevel(Treasure):boolean
		+showTreasures():String
R7 Edit score to player	VideoGameManager	+menu():void
	VideoGameController	+modifyScoreToPlayer():void
	Player	+modifyScoreToPlayer(int,int):void
R8 Increase the level of player	VideoGameManager	+menu():void
	VideoGameController	+increaseLevelOfPlayer():void
	Player	+increaseLevelOfPlayer(int,int):boolean
	Level	
R9 Show the treasures and enemies for a level required	VideoGameManager	+menu():void
	VideoGameController	+allTreasuresAndEmies():void
	Treasure	+allTreasuresAndEmies(int):String
	Level	+allTreasuresAndEmies(int):String
	Enemy	
R10 Report how many treasures there are in the game	VideoGameManager	+menu():void
	VideoGameController	+treasureRepeats():void
	Treasure	+showTreasures():String
	Level	+treasureRepeats(int):int
		+treasureRepeats(Treasure):int
R11 Report how many enemies there are in the game	VideoGameManager	+menu():void
	VideoGameController	+countEnemyType():void
	Enemy	+counterEnemiesType(int):String
	Level	+countEnemyType(int):int
R12 Show the most repeated tresure	VideoGameManager	+menu():void
	VideoGameController	+mostRepeatedTreasure():void

	Treasure	+mostRepeatedTreasure():String
	Level	+treasureRpeats(Treasure):int
R13 Show the enemy that gives more score and its level	VideoGameManager	+menu():void
	VideoGameController	+enemyGivesMore():void
	Enemy	+enemyGivesMore():String
	Level	+searchEnemy(Enemy):boolean
R14 Show how many consonants have the names of enemies	VideoGameManager	+menu():void
	VideoGameController	+consonants():void
	Enemy	+consonants():int
R15 Make top five of players	VideoGameManager	+menu():void
	VideoGameController	+topFive():void
	Player	+topFive():String
		+organicePlayers():void