

Requerimiento Funcional	Nombre de la Clase	Nombre del método
ReqFunc001 RegisterPlayer	Class Player	public Player(String nickname, String name, Level playerLevel)
	Class VideoGameController	public String registerPlayer(String nickname, String name)
	Class VideoGameManager	controller.registerPlayer();
ReqFunc002 AddEnemyToLevel	Class Level	public Enemy(String name, int typeEnemynumber, int damage, int score, int positionX, int positionY)
	Class Enemy	Enemy (String identifier, String enemyType, int pointsLost, int pointsGained)
	Class VideoGameController	public String registerEnemyToLevel(String name, int option, int damage, int score, int enemyLevel, int positionX, int positionY)
	Class VideoGameManager	controller.registerEnemyToLevel();
ReqFunc003 AddTreasureToLevel	Class Treasure	public Treasure(String name, String url, int score, int positionX, int positionY, int numberTreasure)
	Class Level	public boolean addTreasureToLevel(String name, String url, int score,

		int positionX, int positionY, int numberTreasure)
	Class VideoGameController	public String registerTreasureToLevel(Stri ng name, String url, int score, int treasuryLevel, int numberTreasure, int positionX, int positionY)
	Class VideoGameManager	controller.registerTreasureT oLevel();