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| **Functional requirements** | **Class Name** | **Method name** |
| FuncReq001  Register player | Player Class | Player(nickname : String, name : String, score : int, lives : int, level : Level) |
| Controller Class | registerPlayer(nickname : string, name : string) |
| Manager Class | createPlayer() |
| FuncReq002  Register level | Level Class | Level(idLevel : int, difficulty : int) |
| Controller Class | registerLevel() |
| Controller Class | Controller(); |
| FuncReq003  Register treasure | Treasure Class | Treasure(name : string, imageUrl : string, gainScore : int, position : int[]) |
| Level Class | addTreasure(treasure : Treasure) |
| Controller Class | registerTreasureToLevel(name : string, imageUrl : string, gainScore : int, quantity : int, idLevel : int) |
| Manager Class | registerTreasure() |
| FuncReq004  Register enemy | Enemy Class | Enemy(idName : string, type : int, defeatScore : int, victoryScore : int, position : int[], defeatedByPlayer : Boolean) |
| Level Class | addEnemy(enemy : Enemy) |
| Controller Class | registerEnemyToLevel(idName : string, enemyType : int, defeatScore : int, victoryScore : int) |
| Manager Class | registerEnemy() |
| FuncReq005  Default difficulty level | Level Class | defaultDifficulty() |
| Level Class | addEnemy(enemy : Enemy) |
| Level Class | addTreasure(treasure : Treasure) |
| FuncReq006  Default player level | Player Class | setLevel(level : int) |
| Controller Class | defaultPlayerLevel(scorePlayer : int, scoreNextLevel : int) |
| FuncReq007  Modify playes’s score | Player Class | getScore() |
| Player Class | setScore(score : int) |
| Controller Class | modifyScorePlayer(nicknamePlayer : string, newScorePlayer : string) |
| Manager Class | modifyScorePlayer() |
| FuncReq008  Increase player score | Player Class | setLevel(level : Level) |
| Player Class | getScore() |
| Player Class | setScore(score : int) |
| Controller Class | increasePlayerLevel(nickNamePlayer : String, addScore : int) |
| Manager Class | increasePlayerLevel() |
| FuncReq009  Inform treasure and enemies | Treasure Class | getName() |
| Enemy Class | getIdName() |
| Level Class | showTreasure() |
| Level Class | showEnemy() |
| Controller Class | showTreasureAndEnemies(idLevel : int) |
| Manager Class | showTreasureAndEnemies() |
| FuncReq010  Inform the number of treasures in all levels | Level Class | numberTreasures(nameTreasure : int) |
| Controller Class | numberTreasures(nameTreasure : int) |
| Manager Class | numberTreasures() |
| FuncReq011  Inform amount of an enemy type in all levels | Level Class | numberEnemies(enemyType : int) |
| Controller Class | numberEnemies(enemyType : int) |
| Manager Class | numberEnemies() |
| FuncReq012  Inform most repeat treasure in all levels | Controller Class | mostRepeatedTreasure() |
| Manager Class | mostRepeatedTreasure() |
| FuncReq013  Inform the enemy that gives the most points and the level where it is located | Enemy Class | getVictoryScore() |
| Level Class | mostGenerousEnemy() |
| Controller Class | mostGenerousEnemy() |
| Manager Class | mostGenerousEnemy() : |
| FuncReq014  Inform number of consonants found in enemies name | Enemy Class | getIdName() |
| Level Class | numberOfConsonantsEnemyNames() |
| Controller Class | numberOfConsonantsEnemyNames() |
| FuncReq015  Inform from top 5 players based on their scores | Player Class | getScore() |
| Controller Class | topFiveScorePlayers() |
| Manager Class | topFiveScorePlayers() |
| FuncReq016  Display menu | Manager Class | showMenu() |