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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **R1:**  **Register a new player** | Player class | Player(….) |
| Game class | registerPlayer() |
| **R2:**  **Initialize levels** | Level class | Level(…) |
| Enemy class | Enemy(…) |
| Treasure class | Treasure(…) |
| Enemy class | getRandomEnemy() |
| Treasure class | getRandomTreasure() |
| Game class | addLevel() |
| **R3:**  **Register of an enemy** | Enemy class | Enemy(…) |
| Level class | addEnemy() |
| Game class | addEnemyToLevel() |
| **R4:**  **Register of a treasure** | Treasure class | Treasure(…) |
| Level class | addTreasure() |
| Game class | addTreasureToLevel() |
| **R5:**  **Modify player’s score** | Player class | ChangeScoreTo() |
| Game class | ChangeScoreOfPlayer() |
| **R6:**  **Increase player’s level** | Player class | evaluateLevel() |
| Game class | levelUpPlayer() |
| **R7:**  **Show entities** | Enemy class | toString() |
| Treasure class | toString() |
| Level class | toString() |
| Game class | showAllEntities() |
| **R8:**  **Show total of a treasure’s type** | Treasure class | getType() |
| Level class | getTreasures() |
| Game class | searchTreasuresOfType() |
| **R9:**  **Show total of an enemy’s type** | Enemy class | getType() |
| Level class | getEnemies() |
| Game class | searchEnemiesOfType() |
| **R10:**  **Show most repeated treasure** | Treasure class | getType() |
| Level class | getTreasures() |
| Game class | searchTreasuresOfType() |
| Game class | getMostRepeatedTreasure() |
| **R11:**  **Show enemy with the highest score** | Enemy class | getScore() |
| Level class | getEnemies() |
| Game class | searchHighestScoreEnemy() |
| **R12:**  **Show total of consonants in enemies** | Enemy class | getName() |
| Level class | getEnemies() |
| Game class | countOfEnemyConsonants() |
| **R13:**  **Show top 5 of players** | Player class | getScore |
| Game class | showRanking() |
| **R14:**  **Adjust screen resolution** | Game class | changeResolution() |
| **R15:**  **Generate a random location** | Location class | generateRandom() |