

**TRACEABILITY TABLE**  
Videogame Integrative Task 2

Functional Requirement	Class Name	Method name
Set game resolution	VideoGameController	setResolution(resolution: int): void
		showResolutions(): String
Player registration	VideoGameManager	registerPlayer(): void
	VideoGameController	addPlayer(): boolean
		searchPlayer(id: String): Player
		showPlayers(): String
	Player	Player(id: String, name: String): void
Level registration	VideoGameController	addLevel(scoreLimit: double): boolean
	Level	Level(scoreLimit: double): void
		setId(id: int): void
Treasure registration	VideoGameManager	registerTreasure(): void
	VideoGameController	addTreasure(name: String, pictureUrl: String, scoreAddition: double): boolean
		searchTreasure(name: String): Treasure
		showTreasures(): String
	Treasure	Treasure(name: String, pictureUrl: String, scoreAddition: double): void
Enemy	VideoGameManager	registerEnemy(): void

registration	VideoGameController	addEnemy(id: String, type: int, scoreAddition: double, scoreSubstraction: double): boolean
		searchEnemy(id: String): Enemy
		showEnemies(): String
	Enemy	Enemy(id: String, type: int, scoreAddition: double, scoreSubstraction: double): void
Register Enemy to a level	VideoGameManager	registerEnemyToLevel(): void
	VideoGameController	showEnemies(): String
		addEnemyToLevel(enemyId: String, levelId: int): boolean
		searchEnemy(enemyId: String): Enemy
		searchLevel(levelId: int): Level
		generatePosition(): int[2]
		isPositionTaken(position: int[2]): boolean
		showLevelObjects(id: int): String
Register treasure to level	Level	addEnemy(newEnemy: Enemy, position int[2]): boolean
	VideoGameManager	registerTreasureToLevel(): void
		showTreasures(): String
		addTreasureToLevel(treasureName: String, levelId: int): boolean
		searchTreasure(treasureName: String): boolean

		e: String): Treasure
		searchLevel(levelId: int): Level
		generatePosition(): int[2]
		isPositionTaken(position: int[2]): boolean
	Treasure	Treasure(name: String, pictureUrl: String, scoreAddition: double): void
Level	addTreasure(newTreasure: Treasure): boolean	
Change player score	VideoGameManager	modifyPlayerScore(): void
	VideoGameController	searchPlayer(id: String): Player
	Player	getScore(): double
		setScore(score: double): void
Increase player level	VideoGameManager	increasePlayerLevel(): void
	VideoGameController	increasePlayerLevel(playerId: String, levelId: int): double
		searchPlayer(playerId: String): Player
		searchLevel(levelId: int): Level
	Player	getScore(): double
		getLevel(): int
	Level	getScoreLimit(): double
Print treasures and enemies of a level	VideoGameManager	printLevelObjects(): void
	VideoGameController	printLevelObjects(levelId: int): String

	Level	showEnemies(): String
		showTreasures(): String
Count treasure name	VideoGameManager	countTreasureName(): void
	VideoGameController	showTreasures(): String
		countTreasureName(treasure Name: String): int
	Level	countTreasureName(treasure Name: String): int
	Treasure	getName(): String
Count enemy type	VideoGameManager	countEnemyType(): void
	VideoGameController	showEnemyTypes(): String
		countEnemyType(enemyType: int): int
	Level	countEnemyType(enemyType: int): int
Check most repeated treasure	VideoGameManager	mostRepeatedTreasure(): void
	VideoGameController	mostRepeatedTreasure(): String
		showTreasures(): String
		countTreasureName(treasure Name: String): int
	Treasure	getName(): String
Check most valuable enemy	VideoGameManager	mostValuableEnemy(): void
	VideoGameController	mostValuableEnemy(): String
Count enemy name consonants	VideoGameManager	countEnemyNameConsonants(): void
	VideoGameController	countEnemyNameConsonants(): int
	Enemy	getName(): String

Print player top 5	VideoGameManager	printPlayerTop(topLimit: int): void
	VideoGameController	printPlayerTopFive (): String
		isPlayerInTop(tmpPlayer: Player, topPlayers: Player[]): boolean
		countRealPlayers(players: Player[]): int
		getTopPlayer(topPlayers: Player[]): Player