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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  Player registration | Clase Player | Player (String nickname, String name, int Score, int numberOfLifes) |
| Clase Videogame | addPlayer(Player newPlayer) |
| Treasures registration | Class Treasure | Treasure(String name, String url, int scoreAwarded) |
| Class Level | addTreasure(Treasure newTreasure) |
| Enemies’ registration | Class Enemies | Enemy(String name, int defeatScore, int winScore) |
| Class Level | addEnemy(Enemy newEnemy) |
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