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| Requerimiento Funcional | Metodo Utilizado | Clase |
| RF1 Mostrar esferas en pantalla | 2 +newGame():void  2 +draw():void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RF2 Generar movimiento a las esferas | 5 +movement(): int  2 +draw():void  6 +run():void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RF3 Generar rebotes | 5 +bounce(): int  2 +draw():void  6 +run():void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RF4 Detener pelotas | 2 +stopBalls():void  2 +draw():void  6 +run():void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RF5 Generar cuenta de rebotes | 3 +generalBounces():int  5 +bounce(): int | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RF6 Generar puntaje | 3 +generateScore(): int  2 +alertWinner():void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RF7 Mostrar los 10 mejores puntajesen pantalla | 2 +showHalfFame()  3 +generateScore(): int  3 +addGamer(String name):void  3+winners(): String  3+sortGamersScore():void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RFN1 Cargar un juego desde un archivo plano | 2 loadGame(): String  2 +createBall():void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RNF2 Realizar interfaz gráfica en javafx | 2 +newGame():void  2 +draw():void  1 +main(String[] args):void 1 +start(Stage primaryStage):void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |
| RNF 3 Los puntajes deben ser persistentes con serialización | 3+closeAndSavefileCreator():void 3+startProgramLoadGamers():void | 1. Main  2. ControllerWindow  3. CrazyGame  4. Gamer  5. Pelota  6. MovementThread |