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Trazabilidad

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| **Functional Requirement** | **Class Name** | **Method Name** |
| ReqFunc001  Register Levels | VideoGameManager Class | level () |
| VideoGameController Class | registerLevel () |
| VideoGameController Class | showLevels () |
| Level Class | Level () |
| ReqFunc002  Register Players | VideoGameManager Class | registerPlayer () |
| VideoGameController Class | registerPlayer () |
| Player Class | getNickName () |
| Player Class | Player () |
| ReqFunc003  Register treasure at one level | VideoGameManager Class | addTreasureToLevel |
| VideoGameController  Class | addTreasureToLevel |
| Level Class | Level |
| VideoGameManager | registerTreasure |
| Level Class | addTreasure |
| Treasure Class | Treasure |
| VideoGameController  Class | registerTreasure |
| VideoGameController  Class | showTreasures |
| VideoGameController Class | showLevels |
| VideoGameController  Class | registerLevel |
| Treasure Class | setPositionX |
| Treasure Class | setPositionY |
| VideoGameController  Class | calculateComplexityLevel |
| VideoGameManager Class | level () |
| ReqFunc004  register an enemy at one level | VideoGameManager  Class | addEnemyToLevel |
| VideoGameManager  Class | registerEnemy |
| VideoGameController  Class  VideoGameController  Class | showEnemies  registerEnemy |
| Enemy Class | Enemy |
| Level Class | Level |
| Level Class | addEnemy |
| Level Class | checkEnemy |
| VideoGameController  Class | addEnemyToLevel |
| VideoGameController  Class | showLevels |
| Enemy Class | setPositionX |
| Enemy Class | setPositionY |
| VideoGameController  Class | calculateComplexityLevel |
| Enemy Class | getIdentifier |
| ReqFunc005:  Increase level for a player | VideoGameController  Class | assignPlayerLevel |
| VideoGameManager  Class | assignPlayerLevel |
| Level Class | getPassingPoints |
| Player Class | setLevelPlayer |
| VideoGameController  Class | incrementPlayerLevel |
| VideoGameController  Class | showPlayers |
| VideoGameController  Class | showLevels |
| Player Class | getScore |
| ReqFunc006:  modify a player's score | VideoGameController  Class | showPlayers |
| VideoGameManager  Class | assingPlayerScore |
| VideoGameController Class | assingPlayerScore |
| VideoGameController  Class | setScore |
| ReqFunc007:  Calculate the complexity of the level | VideoGameController  Class | calculateComplexityLevel |
| Level Class | obtainScoreOfEnemies  obtainScoreOfTreasures  setComplexityLevel |
| Enemy Class | getPointsLost |
| Treasure Class | getTreasureValue |
| ReqFunc008:  Report treasures and enemies of a given level by the user | VideoGameController  Class | reportNumberEnemiesAndLevels |
| VideoGameManager  Class | reportTreasuresAndEnemies |
| VideoGameController  Class | showLevels |
| Level Class | getTreasureList |
| Treasure Class | getTreasureName |
| Level Class | getEnemyList |
| Enemy Class | getIdentifier |
| ReqFunc009:  Report the amount found of a treasure at all levels | VideoGameManager  Class | amountOfATreasure |
| VideoGameController  Class | showTreasures  amountOfATreasure |
| Level Class | calculateAmountOfTreasure  getTreasureList |
| Treasure Class | getTreasureName |
| ReqFunc0010:  Report the quantity of an enemy type found at all levels. | VideoGameController  Class | calculateQuantityOfEnemyType |
| Level Class | obtainQuantityEnemyType |
| Enemy Class | getEnemyType |
| VideoGameManager  Class | calculateQuantityOfEnemyType |
| ReqFunc011:  Report the most repeated treasure at all levels. | VideoGameController  Class | reportingRepeatedTreasure |
| Level Class | getTreasureList |
| Treasure Class | getQuantity |
| Treasure Class | getTreasureName |
| ReqFunc012:  Report the highest scoring enemy and the level where it is located. | VideoGameController  Class | obtainEnemyWhoAwardsMostPoints |
| Level Class | getEnemyList |
| Enemy Class | getPointsGained  getIdentifier |
| ReqFunc013:  Report the number of consonants found in the names of enemies in the game. | VideoGameController  Class | obtainNumberOfEnemyConsonants |
| Enemy Class | getIdentifier |
| ReqFunc014:  Report the top 5 players according to the score. | VideoGameController  Class | findMax  consultTopFivePlayers |
| Player Class | getNickName  getScore |