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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| ReqFunc001  RegisterPlayer | Class Player | Player (String nickName, String name) |
| Class VideoGameController | RegisterPlayer (String  nickName, String name) |
| Class VideoGameManager | RegisterPlayer () |
| RegisterTreasure | Class Treasure | Treasure (String treasureName, String imageUrl, int treasureValue, int quantity) |
| Class VideoGameController | RegisterTreasure () |
| Class VideoGameManager | RegisterTreasure () |
| RegisterEnemy | Class Enemy | Enemy (String identifier, String enemyType, int pointsLost, int pointsGained) |
| Class VideoGameController | registerEnemy () |
| Class VideoGameManager | registerEnemy() |
| RegisterLevel | Class Level | Level (int identifierNumber, int passingPoints) |
| Class VideoGameController | registerLevel () |
| Class VideoGameManager | Level () |
| AddEnemyToLevel | Class Level | Level (int identifierNumber, int passingPoints)  AddEnemy () |
| Class Enemy | Enemy (String identifier, String enemyType, int pointsLost, int pointsGained) |
| Class VideoGameController | addEnemyToLevel () |
| Class VideoGameManager | addEnemyToLevel () |
| AddTreasureToLevel | Class Treasure | Treasure(constructor) |
| Class Level | Level (constructor)  AddTreasure() |
| Class VideoGameController | AddTreasureToLevel |
| Class VideoGameManager | AddTreasureaToLevel |