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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| ReqFunc001  playerRegister | Class Main | executeOption(....) |
| Class Main | playerRegister() |
| Class Main | getNickName() |
| Class VideoGame | addPlayer() |
| Class Player | Player() |
| Class VideoGame | addPlayer() |
| ReqFunc002  levelRegister | Class Main | executeOption(....) |
| Class Main | getOptionShowLevelMenu() |
| Class Main | executeLevelOption() |
| ReqFunc003  enemyRegister | Class Main | executeLevelOption() |
| Class Main | enemyRegister() |
| Class VideoGame | addEnemyToLevel() |
| Class Enemy | Enemy() |
| Class Level | addEnemyWithObject() |
| ReqFunc004  treasureRegister | Class Main | executeLevelOption() |
| Class Main | treasureRegister() |
| Class VideoGame | addTreasureToLevel() |
| Class Treasure | Treasure() |
| Class Level | addTreasureWithObject() |
| ReqFunc005  changePlayerScore | Class Main | executeOption(....) |
| Class Main | changePlayerScore() |
| VideoGame | searchPlayerByNickName() |
| VideoGame | changeScore() |
| Level | setRequiredPoints() |
| ReqFunc006  levelUpPlayer | Class Main | executeOption(....) |
| Class Main | levelUpPlayer() |
| VideoGame | searchPlayerByNickName() |
| VideoGame | checkLevelUp() |
| Player | getLevel() |
| Player | getScore() |
| Level | getRequiredPoints() |
| Player | levelUp() |