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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc001  Add Player | class videoGame | addPlayer(nammPlayer: String, idNick: String) |
| class videoGame | searchPlayer(idNick: String) |
| class videoGame | availablePlayer() |
| class player | Player(namePlayer: Stirng, idNick: String, score: int, lifes: int) |
| Class main  Package ui | addPlayer() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc002  Register Level | class level | Level(idLevel: String, score: int) |
| Class main  Package ui | RegisterLevel() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc003  Register enemy at a level | class videoGame | generetePosition(x: int) |
| class videoGame | addEnemy(nameEnemy: String, doScore: int, posx: int, posy: int) |
| class Level | addEnemy(nameEnemy: String, doScore: int, posx: int, posy: int) |
| class Level | searchEnemy(nameEnemy: String) |
| class Level | availableEnemy() |
| class Enemy | Enemy(nameEnemy: String, typeEnemy: string, doScore: int, posx: int, posy: int) |
| Class main  Package ui | registerEnemy() |
| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc004  Register treasure at a level | class videoGame | addTreasure(nameTreasure: String, imag: String, score: int, positionx: int, positiony: int) |
| class videoGame | generatePosition(x: int) |
| class Level | addTreasure(nameTreasure: String, imag: String, score: int, positionx: int, positiony: int) |
| class Level | availableTreasure() |
| Class Treasure | Treasure(nameTreasure: String, imag: String, score: int, positionx: int, positiony: int) |
| Class main  Package ui | registerEnemy() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc005  Modify player´s score | class videoGame | changeScore(newScore: int, idNick: String) |
| class Player | getidNick() |
| class Player | getScore() |
| class videoGame | searchPlayer(idNick: String) |
| class Player | setScore(score: int) |
| Class main  Package ui | changeScorePlayer() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc006  Increase level for a player, in case it can not, must inform to the user | class videoGame | riseLevelPlayer(idNick, String) |
| class videoGame | searchPlayer(idNick: String) |
| class Player | getidNick() |
| class Player | getScore() |
| class Level | getScoreLevel() |
| class Level | getidLevel() |
| class Player | setLevel(level: int) |
| Class main  Package ui | riseLevel() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc007  Report treasures and enemies | class videoGame | allEnemies (level: int) |
| class videoGame | allTreasures(level: int) |
| class Level | getEnemy() |
| class Level | getTreasure() |
| class Enemy | getNameEnemy() |
| class Treasure | getNameTreasure() |
| Class main  Package ui | allTreasureAndEnemy() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc008  Report the amount of all treasures for all levels | class videoGame | allTreasures(nameTreasure: String) |
| class Level | countTreasure(nameTreasure:String) |
| class Treasure | getNameTreasure() |
| Class main  Package ui | countTreasure() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc009  Report the amount of a type of enemy in all level | class videoGame | amountTypeEnemy(enemyType:String) |
| class Level | countEnemy(enemyType: String) |
| class Enemy | getTypeEnemy() |
| Class main  Package ui | countTypeEnemy() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc010  Report the most tepeated treasure in all levels | class videoGame | mostTreasure() |
| class Level | mostTreasure() |
| class Treasure | getNameTreasure() |
| Class main  Package ui | mostTreasure() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc011  Report the enemy that gives the highest score and what leves is in | class videoGame | enemyMostScore() |
| class Level | enemyScore() |
| class Level | enemyNameScore(name: String) |
| class Enemy | getNameEnemy() |
| class Enemy | getScore() |
| Class main  Package ui | enemyMostScore() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc012  Report the number of consonants found in the names of the enemies in the game | class videoGame | countConsonants () |
| class Enemy | getNameEnemy() |
| class Level | consonantsEnemy() |
| Class main  Package ui | topPlayer() |

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc013  Report the top 5 of players according to the score | class videoGame | topPlayer() |
| class Player | getScore() |
| class Player | getidNick() |
| Class main  Package ui | topPlayer() |