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| Client | A videogame company |
| User | * The programmers and designers that will keep working on the project |
| Functional requirements | * R1: Register players * Hacer que se pueda agregar más enemigos o tesoros * R5: Increase level for a player, in case you cannot increase the level, you must inform the user what score you require to climb. * R6: Report the most repeated treasure at all levels * R7: Report the top 5 of the players according to the score. * R10: Report the amount found of an enemy type in all levels. * R12: Report the enemy that awards the highest score and the level where it is located. * R13: Report the number of consonants found in the names of the game's enemies. |
| Problem context | A videogame company wants to develop a videogame based on levels that will change according to a score assigned to the player. |
| Non-functional requirements | * The program must use the language Java * The program must be fast, cannot longer more than 2 seconds to start * The program must work in android and web platforms |