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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| R1. Register player | Class Player | Player(String, String, double, int) |
|  | Class VideoGameController | RegisterPlayer() |
|  | Class Videogame | RegisterPlayer() |
| R2. Register Level | Class Level | Level (int, double, String) |
|  | Class VideoGameController | RegisterLevel() |
|  | Class VideoGame | RegisterLevel() |
| R3. Register treasures | Class Treasure |  |
|  | Class VideogameController |  |
|  | Class VideoGame |  |
|  | Class Level |  |
| R4. Register enemies | Class Enemy | Enemy(String, double, double, String, int) |
|  | Class VideogameController | registerEnemy() |
|  | Class VideoGame | registerEnemy() |
|  | Class Level | addEnemy() |
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| R7. Edit player Score | Class VideogameController | editPlayerScore() |
|  | Class VideoGame | editPlayerScore() |
| R8. Increase the player level, in case that couldnt increase the level,must be report the user what score required for up | Class VideogameController |  |
| R9. Report the treasures and enemies (separated by comma) of a level entered by user. | Class Level | showTreasuresAndEnemiesInALevel() |
|  | Class VideoGameController | treasuresAndEnemiesInALevel(int) : String |
|  | Class VideoGame | showTreasuresAndEnemiesInALevel() : void |
| R10. Report the quantity founded of a treasure, in all levels |  |  |
| R11. Report the quantity founded of a enemy type in all levels |  |  |
| R12. Report the treasure most repeated in all levels. | Class VideoGameController | treasureMostRepeated() |
| R13. Report the quantity of consonants founded in the names of the game enemies | Class VideoGameController |  |
| R14. Report the top 5 of players according to score. |  |  |
| R15. Report the enemy with the Score to Give max | Class VideoGameController | positionEnemyMaxScoreToGive() : int |
|  | Class VideoGameController | enemyMaxScoreToGive() : String |
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