|  |  |  |
| --- | --- | --- |
| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| R1. Register player | Class Player | Player(String, String, double, int) |
|  | Class VideoGameController | registerPlayer(String, String, double, int):boolean |
|  | Class Videogame | RegisterPlayer():void |
| R2. Register Level | Class Level | Level (int, double, String) |
|  | Class VideoGameController | RegisterLevel(int, double, String):boolean |
|  | Class VideoGame | RegisterLevel(): void |
| R3. Register treasures | Class Treasure | Treasure(String, String, double, String, int, int) |
|  | Class VideogameController | registerTreasure(int, String, String, double, String, int, int) |
|  | Class VideoGame | RegisterTreasure():void |
|  | Class Level | addTreasure(String, String, double, String, int, int) |
| R4. Register enemies | Class Enemy | Enemy(String, double, double, String, int, String) |
|  | Class VideogameController | registerEnemy(int, String, double, double, String, int, String):boolean |
|  | Class VideoGame | registerEnemy():void |
|  | Class Level | addEnemy(String, double, double, String, int, String): boolean |
| R5. Edit player Score | Class VideogameController | editPlayerScore(String, double): boolean |
|  | Class VideoGame | editPlayerScore() :void |
| R6. Increase the player level, in case that couldnt increase the level,must be report the user what score required for up | Class VideogameController | IncreaseLevel(String, double): String |
|  | Class Level | showTreasuresAndEnemiesInALevel():String |
| R7. Report the treasures and enemies (separated by comma) of a level entered by user. | Class VideoGameController | treasuresAndEnemiesInALevel(int) : String |
|  | Class VideoGame | showTreasuresAndEnemiesInALevel() : void |
| R8. Report the quantity founded of a treasure, in all levels | Class VideoGameController | quantityTreasureTypeInAllLevels(int): String |
|  | Class VideoGame | QuantityTreasuresTypeInAllLevels():void |
| R9. Report the quantity founded of an enemy type in all levels | Class VideoGameController | quantityEnemyTypeInAllLevels(String): String |
|  | Class VideoGame | QuantityEnemyTypeInAllLevels():void |
| R10. Report the treasure most repeated in all levels. | Class VideoGameController | treasureMostRepeated(): String |
| R11. Report the quantity of consonants founded in the names of the game enemies | Class VideoGameController | ShowConsonants(String): int |
|  | Class VideoGame | numberOfConsonants():void |
| R12. Report the top 5 of players according to score. | Class VideoGameController | ShowTop5Players(): String |
| R13. Report the enemy with the Score to Give max | Class VideoGameController | positionEnemyMaxScoreToGive() : int |
|  | Class VideoGameController | enemyMaxScoreToGive() : String |
|  |  |  |