Requerimiento Funcional	Nombre de la Clase	Nombre del método
Ejemplo: ReqFunc001 Register Teams	Clase Ui	registerTeam()
	Clase Controller	registerTeam(name : String, name_dt : String, country : String, players : Player[]) : String
ReqFunc002 Register Player	Clase Ui	registerPlayer() : void
	Clase Controller	registerPlayer(id : String, name : String, shirtNumber : int, country : String, position : Position) : String
	Clase Controller	addPlayerToTeam(Player : player, name_team : String)
	Clase Controller	searchTeam(name : String) : Team
	Clase Team	addPlayer(Player : player)
ReqFunc003 Register Referee	Clase Ui	registerReferee(): void
	Clase Controller	registerReferee(id : String, name : String, country : String, type : Type) : String
ReqFunc004 Register Groups	Clase Ui	registerGroups(): void
	Clase Controller	generateGroups(): String
ReqFunc005 Assign referees to Match	Clase Ui	assignRefToMatch(): void
	Clase Controller	assignRef(): String
	Clase Match	getCentralRef(): Referee
	Clase Match	setCentralRef(centralRef: Referee): void
	Clase Match	getAssistantRef1(): Referee
	Clase Match	setAssistantRef1(AssistantRef1: Referee): void
	Clase Match	getAssistantRef2(): Referee
	Clase Match	setAssistantRef2(AssistantRef2:Referee): void
ReqFunc006	Clase Ui	generateGroups(): void

Group and match raffle	Clase Ui	generateMatch(): void
	Clase Controller	generateGroups(): String
	Clase Controller	generateMatches(): String
ReqFunc007 Register Match Score	Clase Ui	registerMatchScore(): void
	Clase Controller	registerMatchScore(goalTeam1, goalTeam2): String
	Clase Match	getScoreTeam1(): int
	Clase Match	setScoreTeam1(scoreTeam1: int): void
	Clase Match	getScoreTeam2(): int
	Clase Match	setScoreTeam2(scoreTeam2: int): int
ReqFunc008 Register goal and assists players	Clase Ui	registerGoalNAssists(): void
	Clase Controller	registerGoalNAssist(idPlayerGoal: String, idPlayerAssist: String, numGoals: int, numAssists: int). String
	Clase Controller	searchPlayer(idPlayer: String): Player
	Clase Team	addGoalToPlayer(Player: player, numGoals: int): String
	Clase Team	addAssistToPlayer(Player:player, numAssist: int): String
ReqFunc009 Register Card to player	Clase Ui	registerCard(): void
	Clase Controller	registerCard(idPlayer:String, cType: Ctype): String
	Clase Team	addCardToPlayer(Player: player, cType:Ctype): String

ReqFunc010 Consult Standings	Clase Ui	consultInfGroups(): void
	Clase Controller	consultInfGroups(): String
ReqFunc011 Calc and Consult Fair Play Team	Clase Ui	consultFairPlayTeam(): void
	Clase Controller	consultFaitrPlayTeam(): Team
ReqFunc012 Calc and Consult Top Goalscorer	Clase Ui	consultGoalScorer(): void
	Clase Controller	consultGoalScorer(): void
ReqFunc013 Calc and Consult team efficiency	Clase Ui	consultTeamEfficiency(): void
	Clase Controller	consultTeamEfficiency(): Team
ReqFunc014 Calc and Consult player efficiency	Clase Ui	consultPlayerEfficiency(): void
	Clase Controller	consultPlayerEfficiency(): Player
ReqFunc015 Calc and Consult Central referee card index	Clase Ui	consultIndexCards(): void
	Clase Controller	consultIndexCards(): String