The Project is in 2 parts which we are going to explain it right now:

The package one contains images used in juego2.

The second package is called juego\_proy and contains juego2 in this package we have 3 classes which we will explain now:

Class 1 Mov: contains the JFrame that gives form to the juego2, contains the methods that deletes and creates obstacles according to the answers. Also it has different validations to know if you can keep going playing or if you lost.

Class 2 cajafuerte: contains all logic things and the comodin box that is available when you wanna get it. On that you will see 3 places for you to input some numbers which are going to be from 1 to 9 and if could not accept it, you will come back to the menu.

Class 3 crono: this contains the stopwatch on the hard box and it is counting forward back for you to answer.

The package 3 is called juego\_1, this has 7 different classes with development of the game 1:

Class 1 Reportes: this will let you see the reports of the game and how the game is going on.

Class 2 Cargador: this class will let the game to display the menu.

Class 3 crono: this class has the stopwatch for the swimmers and this will start the game and will stop the stopwatch when the swimmers are done.

Class 4 interfaz\_1: in this class we generate the Frame for the game1. This contains the variables and validations to develop the game1.

Class 5 menu: principal menu of the project which you can input straightly to the game1 or the game 2 where it is up to you which one you want to play.

Class 6 objetos: part of the game which creates the swimmers as an object where the speed of the swimmers, it is generated by a random.

Class 7 panel: uses the panel created on the frame of interfaz\_1 to draw the pool and the swimmers. Besides, contains the validations where you can select which swimmers are going to swim.