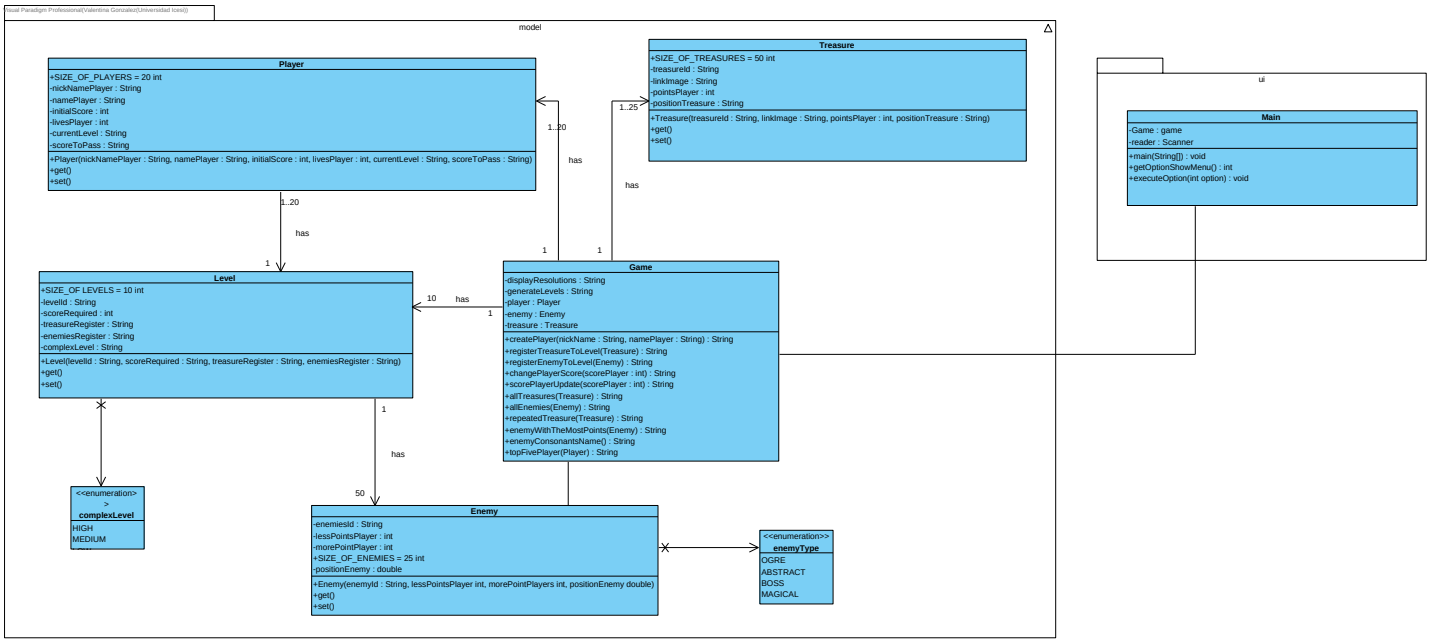
Visual Paradigm Professional(Valentina Gonzalez(Universidad Icesi))
model
Player
+SIZE_OF_PLAYERS = 20 int
-nickNamePlayer : String
-namePlayer : String
-initialScore : int
-livesPlayer : int
-currentLevel : String
-scoreToPass : String
+Player(nickNamePlayer : String, namePlayer : String, initialScore : int, livesPlayer : int, currentLevel : String, scoreToPass : String)
+get()
+set()
Treasure
+SIZE_OF_TREASURES = 50 int
-treasureId : String
-linkImage : String
-pointsPlayer : int
-positionTreasure : String
+Treasure(treasureId : String, linkImage : String, pointsPlayer : int, positionTreasure : String)
+get()
+set()
1..20
has
1..25
has
1..20
has
1
1
1
ui
Main
-Game : game
-reader : Scanner
+main(String[]) : void
+getOptionShowMenu() : int
+executeOption(int option) : void
Level
+SIZE_OF LEVELS = 10 int
-levelId : String
-scoreRequired : int
-treasureRegister : String
-enemiesRegister : String
-complexLevel : String
+Level(levelId : String, scoreRequired : String, treasureRegister : String, enemiesRegister : String)
+get()
+set()
10
has
1
Game
-displayResolutions : String
-generateLevels : String
-player : Player
-enemy : Enemy
-treasure : Treasure
+createPlayer(nickName : String, namePlayer : String) : String
+registerTreasureToLevel(Treasure) : String
+registerEnemyToLevel(Enemy) : String
+changePlayerScore(scorePlayer : int) : String
+scorePlayerUpdate(scorePlayer : int) : String
+allTreasures(Treasure) : String
+allEnemies(Enemy) : String
+repeatedTreasure(Treasure) : String
+enemyWithTheMostPoints(Enemy) : String
+enemyConsonantsName() : String
+topFivePlayer(Player) : String
1
has
50
<<enumeration>>
complexLevel
HIGH
MEDIUM
Enemy
-enemiesId : String
-lessPointsPlayer : int
-morePointPlayer : int
+SIZE_OF_ENEMIES = 25 int
-positionEnemy : double
+Enemy(enemyId : String, lessPointsPlayer int, morePointPlayers int, positionEnemy double)
+get()
+set()
<<enumeration>>
enemyType
OGRE
ABSTRACT
BOSS
MAGICAL