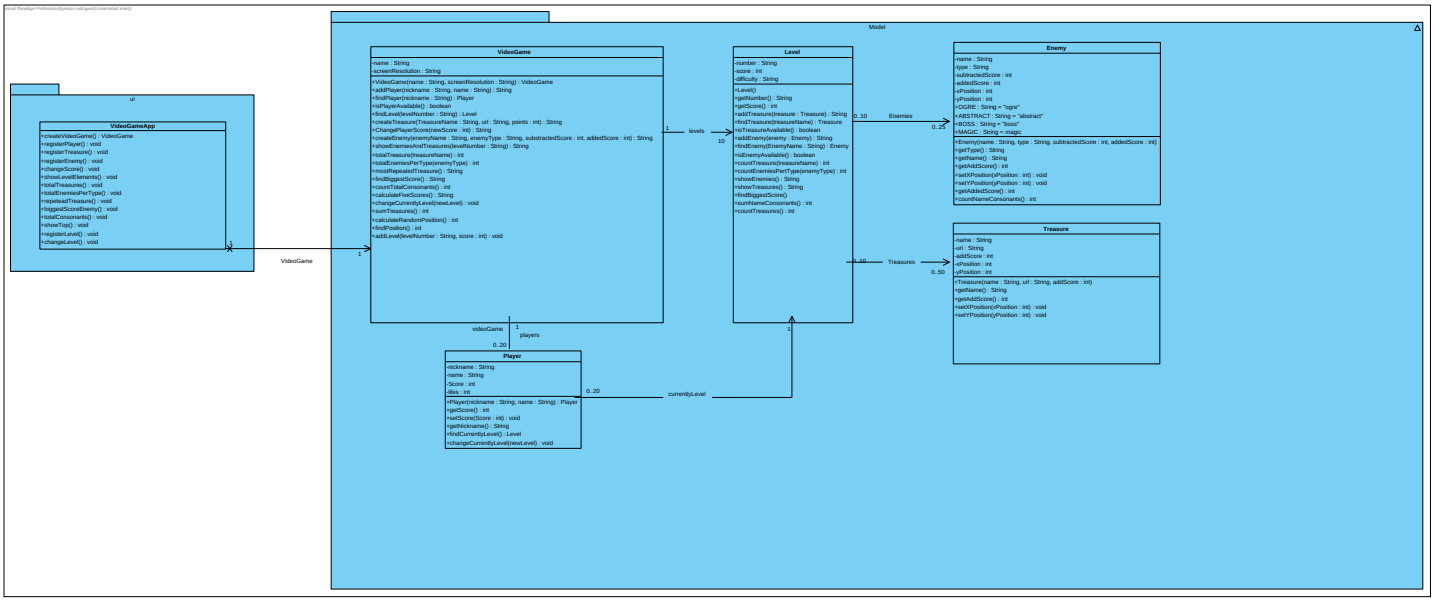
Visual Paradigm Professional(jeanson rodriguez)(Universidad Icesi)
Model
ui
VideoGameApp
+createVideoGame() : VideoGame
+registerPlayer() : void
+registerTreasure() : void
+registerEnemy() : void
+changeScore() : void
+showLevelElements() : void
+totalTreasures() : void
+totalEnemiesPerType() : void
+repeteadTreasure() : void
+biggestScoreEnemy() : void
+totalConsonants() : void
+showTop() : void
+registerLevel() : void
+changeLevel() : void
1..3
VideoGame
1..*
VideoGame
-name : String
-screenResolution : String
+VideoGame(name : String, screenResolution : String) : VideoGame
+addPlayer(nickname : String, name : String) : String
+findPlayer(nickname : String) : Player
+isPlayerAvailable() : boolean
+findLevel(levelNumber : String) : Level
+createTreasure(TreasureName : String, url : String, points : int) : String
+ChangePlayerScore(newScore : int) : String
+createEnemy(enemyName : String, enemyType : String, substractedScore : int, addedScore : int) : String
+showEnemiesAndTreasuresOfLevelNumber : String) : String
+totalTreasure(treasureName) : int
+totalEnemiesPerType(enemyType) : int
+mostRepeatedTreasure() : String
+findBiggestScore() : String
+countTotalConsonants() : int
+calculateFiveScores() : String
+changeCurrentlyLevel(newLevel) : void
+sumTreasures() : int
+calculateRandomPosition() : int
+findPosition() : int
+addLevel(levelNumber : String, score : int) : void
1
levels
10
Level
-number : String
-score : int
-difficulty : String
+Level()
+getNumber() : String
+getScore() : int
+addTreasure(treasure : Treasure) : String
+findTreasure(treasureName) : Treasure
+isTreasureAvailable() : boolean
+addEnemy(enemy : Enemy) : String
+findEnemy(EnemyName : String) : Enemy
+isEnemyAvailable() : boolean
+countTreasure(treasureName) : int
+countEnemiesPerType(enemyType) : int
+showEnemies() : String
+showTreasures() : String
+findBiggestScore()
+sumNameConsonants() : int
+countTreasures() : int
0..10
Enemies
0..20
Enemy
+name : String
-type : String
-substractedScore : int
-addedScore : int
-xPosition : int
-yPosition : int
+OGRE : String = "ogre"
+ABSTRACT : String = "abstract"
+BOSS : String = "boss"
+MAGIC : String = magic
+Enemy(name : String, type : String, substractedScore : int, addedScore : int)
+getType() : String
+getName() : String
+getAddScore() : int
+setXPosition(xPosition : int) : void
+setYPosition(yPosition : int) : void
+getAddedScore() : int
+countNameConsonants() : int
0..10
Treasures
0..50
Treasure
-name : String
-url : String
-addScore : int
-xPosition : int
-yPosition : int
+Treasure(name : String, url : String, addScore : int)
+getName() : String
+getAddScore() : int
+setXPosition(xPosition : int) : void
+setYPosition(yPosition : int) : void
videoGame
1
players
0..20
Player
-nickname : String
-name : String
-Score : int
-lifes : int
+Player(nickname : String, name : String) : Player
+getScore() : int
+setScore(Score : int) : void
+getNickname() : String
+findCurrentlyLevel() : Level
+changeCurrentlyLevel(newLevel) : void
0..20
currentlyLevel
-1