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| **Functional Requirement** | **Class name** | **Method name** |
| **R1:** Register new players. | Player class | Player(….) |
| Game class | searchPlayerByNickname() |
| Game class | addPlayerToGame() |
| **R2:** Register the different game levels. | Level class | Level(..) |
| Enemy class | Enemy(…) |
| Treasure class | Treasure(…) |
| Game class | initializeLevels() |
| **R3:** Register the treasures on the levels. | Treasure class | Treasure(…) |
| Level class | addTreasureToLevel() |
| **R4:** Register the enemies on the levels. | Enemy class | Enemy(…) |
| Level class | showOptionEnemyTypeI() |
| Level class | getOptionEnemyType() |
| Level class | addEnemieToLevel |
| **R5:** Modify a player's score. | Game class | searchPlayerById() |
| Game class | setNewPlayerScore() |
| **R6**: Increase the level for a specific player and inform the user the score he/she needs to increase in case he/she doesn’t have enough points. | Game class | searchPlayerById() |
| Game class | getPlayerCurrentLevel() |
| Game class | getPlayerCurrentScore() |
| Game class | getScoreRequiredToLevelUp() |
| Game class | compareScores() |
| Game class | setLevelUp() |
| **R7:** Report the treasures and enemies of a given level by the user. | Level class | searchEnemiesLevel() |
| Level class | searchTreasuresLevel() |
| **R8:** Report the amount found of a treasure at all levels. | Treasure | getTreasureUnits() |
| Level class | totalAmountTreasures() |
| **R9:** Report the quantity encountered of an enemy type at all levels. | Level class | showOptionEnemyType() |
| Level class | totalAmountEnemies() |
| **R10:** Report the most repeated treasure at all levels. | Level class | getTreasures() |
| Game class | searchSpecifictTreasure() |
| Game class | showMostRepeatedTreasure() |
| **R11:** Report the enemy that awards the highest score and the level where it is located. | Enemy class | getEnemyScore() |
| Level class | getTotalEnemies() |
| Game class | showEnemyHighestScore() |
| **R12:** Report the number of consonants found in the names of enemies in the game. | Enemy class | getEnemyNameType() |
| Level class | getTotalEnemies() |
| Game class | countTotalConsonants() |
| **R13:** Report the top 5 players according to the score. | Player class | getPlayerScore() |
| Game class | showTopFivePlayers() |