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Tabla de trazabilidad entre análisis y diseño. Tarea Integradora 2

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| R1: Create player | VideoGameManager | menu() |
| playerMenu() |
| addPlayer() |
| VideoGameController | createPlayer() |
| addPlayer() |
| playersFull() |
| Player | Player() |
| R2: Create enemy | VideoGameManager | menu() |
| enemyMenu() |
| addEnemy() |
| VideoGameController | createEnemy() |
| nicknameExists() |
| addEnemy() |
| enemiesFull() |
| Enemy | Enemy() |
| R3: Create treasure | VideoGameManager | menu() |
| treasureMenu() |
| addTreasure() |
| VideoGameController | createTreasure() |
| addTreasure() |
| treasuresFull() |
| Treasure | treasure() |
| R4: Create Levels | VideoGameController | createLevel() |
| addLevel() |
| Level | Level() |
| R5: Add enemy to level | VideoGameManager | menu() |
| levelMenu() |
| addEnemyToLevel() |
| VideoGameController | levelsToString() |
| enemiesToString() |
| enemyTypeToString() |
| updateLevelDifficulty() |
| getLevels() |
| getEnemies() |
| addEnemyToLevel() |
| Level | addEnemy() |
| enemiesFull() |
| enemyInside() |
| checkDifficulty() |
| R6: Add treasure to level | VideoGameManager | menu() |
| levelMenu() |
| addTreasureToLevel() |
| VideoGameController | levelsToString() |
| treasuresToString() |
| getLevels() |
| getTreasures() |
| addTreasureToLevel() |
| updateLevelDifficulty() |
| treasureHasCapacity() |
| Level | addTreasure() |
| treasuresFull() |
| checkDifficulty() |
| R7: Change player’s points | VideoGameManager | menu() |
| playerMenu() |
| updatePlayerPoints() |
| VideoGameController | playersToString() |
| getPlayers() |
| Player | setPoints() |
| getName() |
| getNickname() |
| getPoints() |
| R8: Update player’s level | VideoGameManager | menu() |
| playerMenu() |
| updatePlayerLevel() |
| VideoGameController | playersToString() |
| calculateMissingPoints() |
| getPlayers() |
| updatePlayerLevel() |
| Player | getLevel() |
| setLevel() |
| getName() |
| getNickname() |
| getPoints() |
| Level | getNumber() |
| R9: Generate treasures and enemies report | VideoGameManager | menu() |
| reportMenu() |
| generalReport() |
| VideoGameController | getLevels() |
| generateGeneralReport() |
| levelsToString() |
| Level | getEnemies() |
| getTreasures() |
| Enemy | getName() |
| getType() |
| Treasure | getName() |
| R10: Generate treasures type report | VideoGameManager | menu() |
|  | reportMenu() |
|  | treasureTypeReport() |
| VideoGameController | getLevels() |
| generateTreasureTypeReport() |
| Treasure | getName() |
| R11: Generate enemies type report | VideoGameManager | menu() |
| reportMenu() |
| enemyTypeReport() |
| VideoGameController | getLevels() |
| generateEnemyTypeReport() |
| Enemy | getName() |
| getType() |
| R12: Generate most repeated treasure type report | VideoGameManager | menu() |
| reportMenu() |
| treasureRepeatedReport() |
| VideoGameController | getLevels() |
| generateRepeatedTreasureReport() |
| Level | getTreasures() |
| Treasure | getName() |
| R13: Generate most powerful enemy report | VideoGameManager | menu() |
| reportMenu() |
| enemyPowerfulReport() |
| VideoGameController | getLevels() |
| generateenemyPowerfulReport() |
| Level | getEnemies() |
| Enemy | getName() |
| getType() |
| getPointsPlayerWins() |
| R14: Inform the number of consonants found in the game’s enemies’ names | VideoGameManager | menu() |
| reportMenu() |
| consonantsReport() |
| VideoGameController | getLevels() |
| generateConsonantsReport() |
| Level | getEnemies() |
| Enemy | getName() |
| R15: Generate report of the top 5 players in the game | VideoGameManager | menu() |
| reportMenu() |
| top5Report() |
| VideoGameController | getPlayers() |
| generateTop5Report() |
| Player | getName() |
| getNickname() |
| getPoints() |
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