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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| addPlayer(Player) | Register a player in te game | Videogame, Player |
| searchPlayerByNick() | Validate if the player nick doesn’t exist already | Videogame, Player |
| PlayetHasEmptyPos () | Verify that the game has space for the player | Videogame, Player |
| Player | Create the player to add | Player |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| addEnemyToLevel() | Add an Enemy to a specific level | Videogame, Canvas, Level, Enemy |
| searchLevelById() | Verify if the level exists | Videogame, Canvas, Level |
| isEnemyRepeated() | Verify that the enemy doesn’t already exists in the level | Level, Enemy |
| enemyHasEmptyPos() | Check if the level has space for the enemy | Level, Enemy |
| giveType() | Give a type to the enemy depending of the number that the user chose | VideoGame |
| Enemy() | Create an enemy to add | Enemy |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| addTreasureToLevel() | Add a Treasure to a specific level | Videogame, Canvas, Level, Treasure |
| searchLevelById() | Verify if the level exists | Videogame, Canvas, Level |
| isTreasureRepeated() | Verify that the Treasure name doesn’t already exists in the level | Level, Treasure |
| treasureHasEmptyPos() | Check if the level has space for the treasure | Level, Treasure |
| Treasure() | Create a treasure to add | Treasure |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| changePlayerScore() | Change the score of a specific player | Videogame, Player |
| searchPlayerByNick() | Verify if the player exists | Videogame, Player |
| setScore() | Set the score of the player to the new one | Player |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| upgradePlayerl() | Upgrade a player to the Maximum level its points gets him | Videogame, Player, Canvas, Level |
| searchPlayerByNick() | Verify if the player exists | Videogame, Player |
| getScore() | Get The actual score of the player | Player |
| getLevels() | Get the levels list | Videogame, Canvas |
| setCurrentLevel | Set the level of the player to the level his points have reached | Videogame, Player |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| showTreasuresAndEnemies() | Show all the treasures and enemies from a specific level | Videogame, Player, Canvas, Level, Treasure, Enemy |
| searchLevelById() | Verify if the level exists | Videogame, Canvas, Level |
| getLevels() | Get the level found | Videogame, Canvas |
| getTreasures() | Get the treasures of the level | Canvas, Level, Treasure |
| getEnemies() | Get the enemies of the level | Canvas, Level, Enemy |
| getValue() | Get the value of the Treasures | Treasure |
| getAttack() | Get the attack of the enemies | Enemy |
| getLoot() | Get the loot of the enemies | Enemy |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| getAllTreasures() | Get the value of all treasures in the game | Videogame, Player, Canvas, Level, Treasure |
| getLevels() | Get all the levels | Videogame, Canvas, Level |
| getTreasures() | Get the treasures of the levels | Canvas, Level, Treasure |
| getValue() | Get the value of the Treasures | Treasure |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| getAllEnemiesByType() | Get all the enemies of a specific type | Videogame, Player, Canvas, Level, Enemy |
| getLevels() | Get all the levels | Videogame, Canvas, Level |
| getEnemy() | Get the enemies of the levels | Canvas, Level, Enemy |
| getType() | Get the type of the enemies | Enemy |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| getModeTreasure() | Get mode treasure | Videogame, Player, Canvas, Level, Enemy |
| getLevels() | Get all the levels | Videogame, Canvas, Level |
| getTreasures() | Get the treasures of the levels | Canvas, Level, Treasure |
| getValue() | Get the value of the Treasures | Treasure |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| getMaxEnemy() | Get the enemy that gives the most points and the level It is located | Videogame, Player, Canvas, Level, Enemy |
| getLevels() | Get all the levels | Videogame, Canvas, Level |
| getEnemy() | Get the enemies of the levels | Canvas, Level, Enemy |
| getLoot() | Get the loot of the enemies | Enemy |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| getAllConsonants() | Count the consonants in the names of the enemies | Videogame, Player, Canvas, Level, Enemy |
| getLevels() | Get all the levels | Videogame, Canvas, Level |
| getEnemy() | Get the enemies of the levels | Canvas, Level, Enemy |
| getName() | Get the name of the enemies | Enemy |
| equals() | Compare the name with the consonants | String |

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| **Metodo** | **Operación** | **Clase** |
| executeOption() | Information request | Main |
| CalculateTop5() | Get the 5 best scores in the game | Videogame, Player |
| getScore | Get players score | Videogame, Player |