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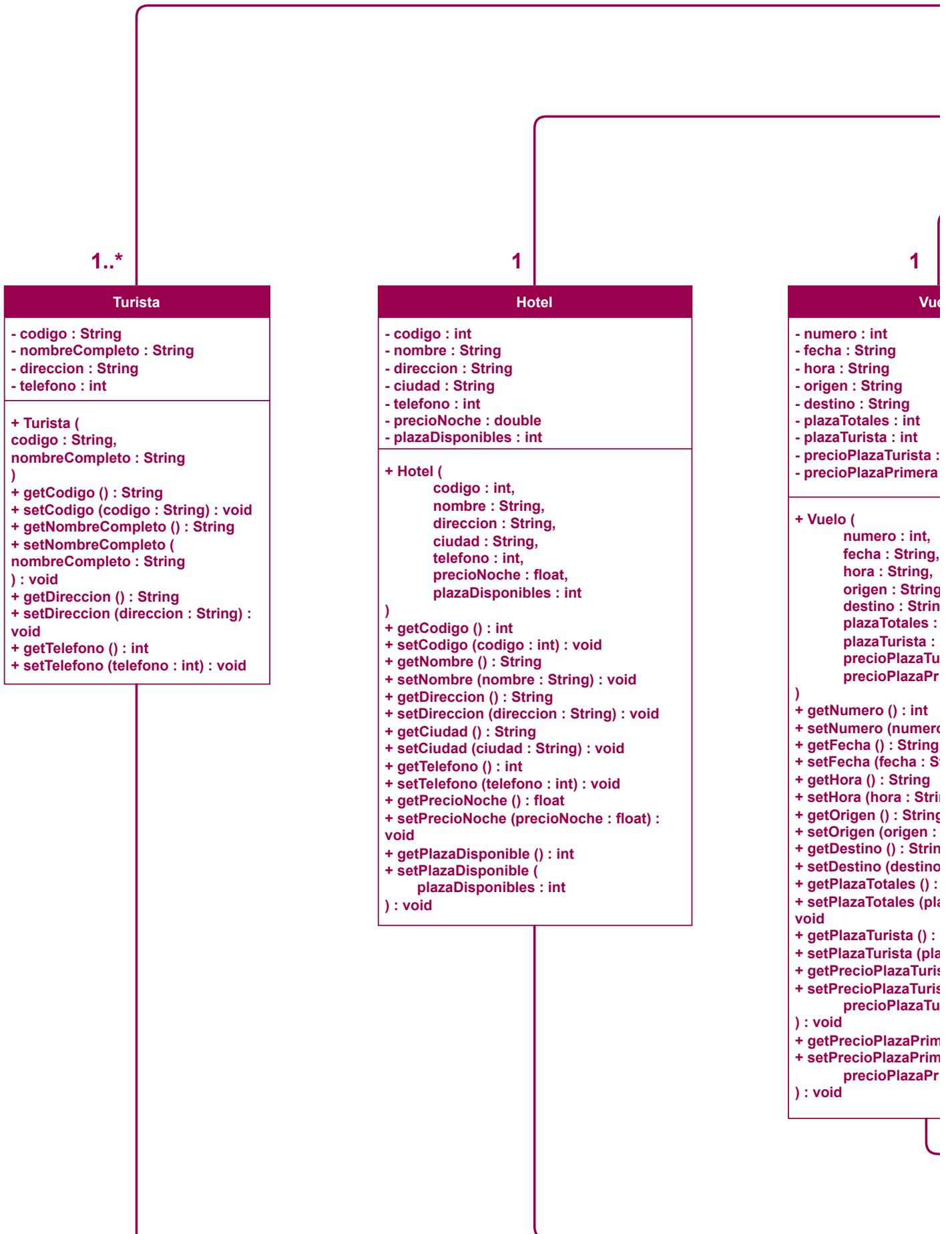
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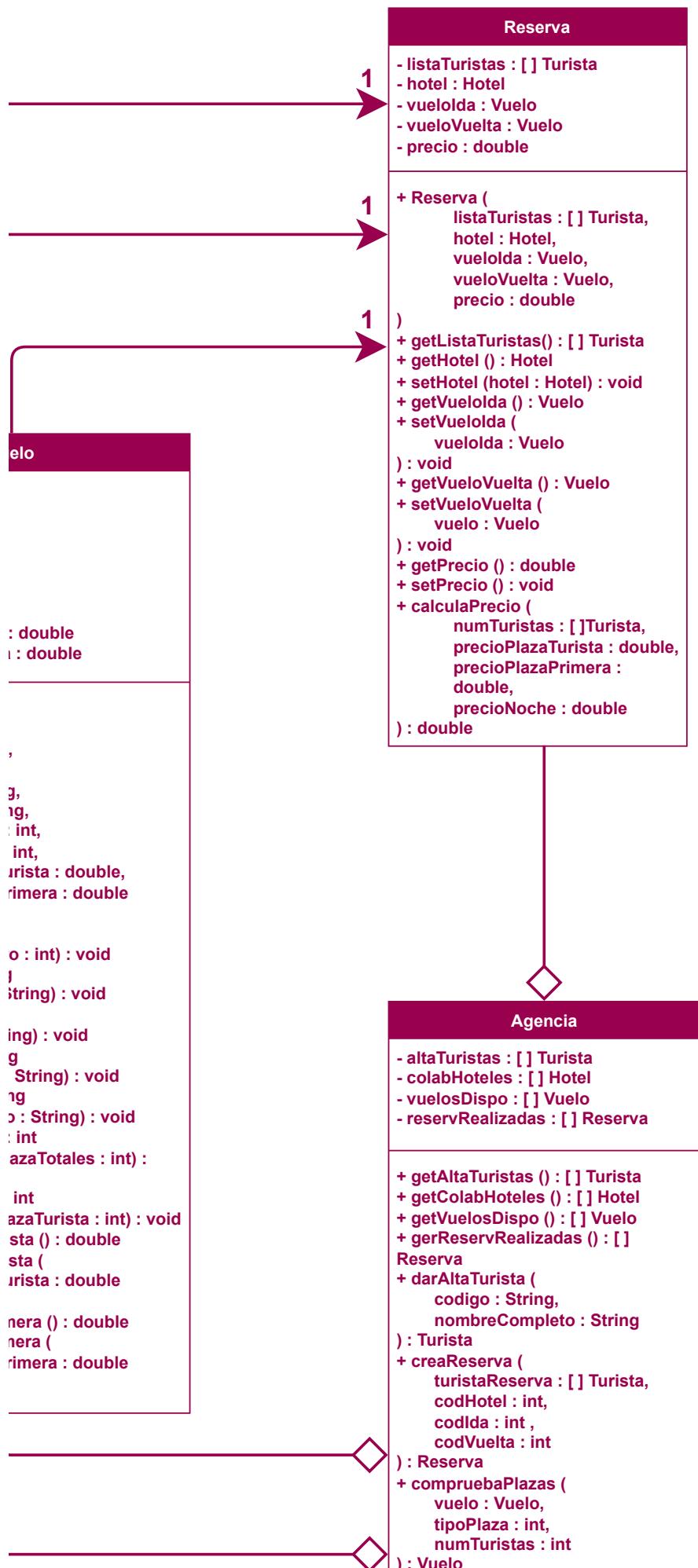
res

] Empresa

res

resa,







+ compruebaHotel (

    numTuristas : int,

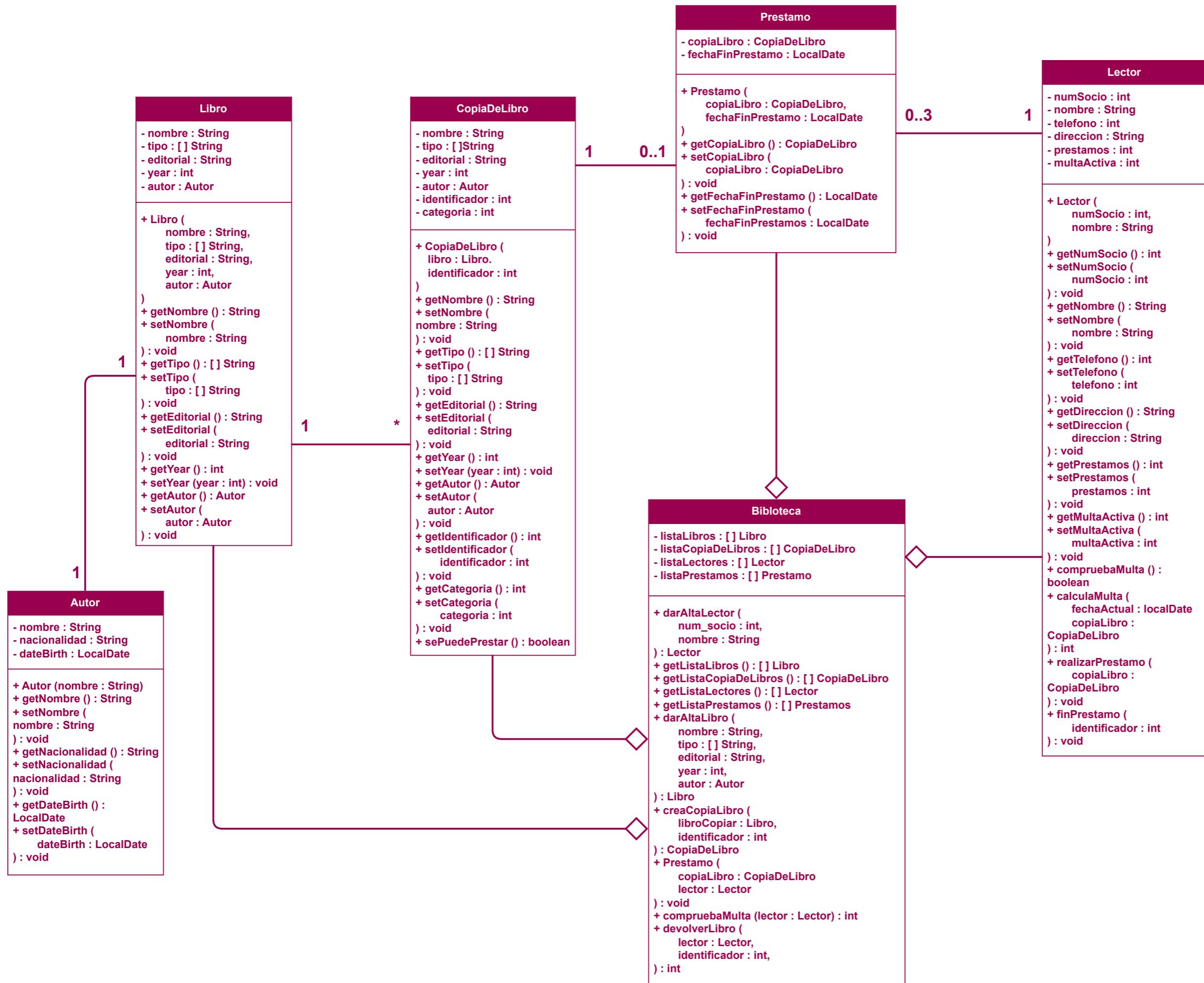
    hotel : Hotel

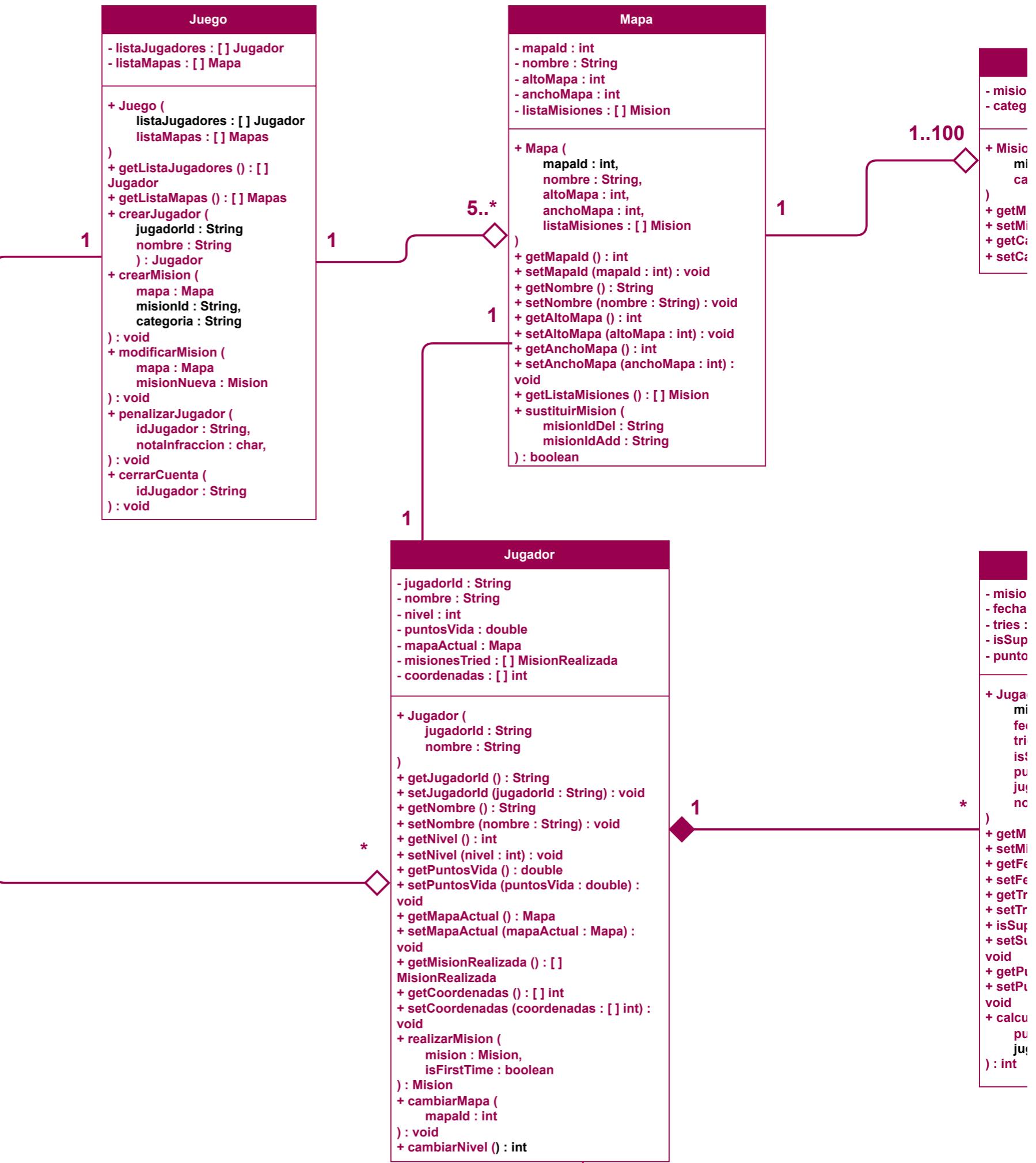
) : Hotel

+ anulaReserva (

    reverva : Reserva

) : void





**Mision**

```
id : String  
oria : String
```

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```
on (  
isionId : String,  
ategoria : String
```

```
isionId () : String  
isionId (misionId : String) : void  
ategoria () : String  
ategoria (categoria : String) : void
```

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**MisionRealizada**

```
on : Mision  
i : LocalDate  
t : int  
erada : boolean  
osVida : double
```

---

```
adorRealizaMision (  
ision : Mision,  
cha : LocalDate,  
ies : int,  
uperada : boolean,  
ntosVida : double,  
gadorld : String,  
ombe : String
```

```
ision () : Mision  
ision (mision : Mision) : void  
echa () : LocalDate  
echa (fecha : LocalDate) : void  
ries () : int  
ries (tries : int) : void  
erada () : boolean  
uperada (isSuperada : boolean) : void
```

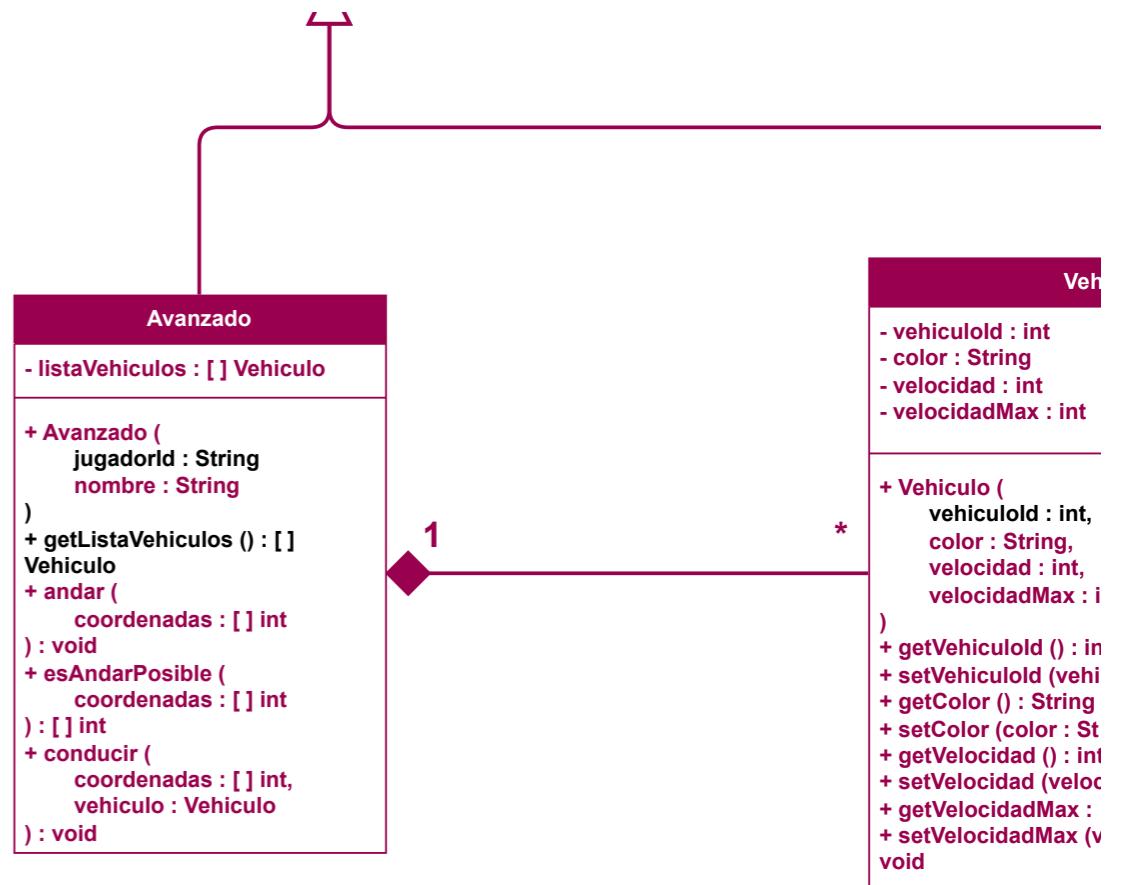
```
ntosVida () : double  
ntosVida (puntosVida : double) : void
```

---

```
ulaPuntosVida (  
ntosVidaActual : double,  
gadorTipo : int
```

**Principante**

```
- fechaAlta : LocalDate
```



```
+ Principiante (
    jugadorId : String
    nombre : String
    fechaAlta : LocalDate
)
+ getFechaAlta () : LocalDate
+ setFechaAlta (fechaAlta : LocalDate) :
void
+ andar (
    coordenadas : [ ] int,
) : void
+ esAndarPosible (
    coordenadas : [ ] int
) : [ ] int
```

hiculo

```
int
int
iculoid : int) : void
tring) : void
t
ciudad : int) : void
int
velocidadMax : int) :
```