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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| R1: Register Player | Player Class | Player(…) |
| IntegradoraDos Class | addPlayer |
| Game | createPlayer(…) |
| R2: Register Enemy | Enemy Class | Enemy(…) |
| Level Class | RegisterEnemy(…) |
| IntegradoraDos Class | addEnemy(…) |
| Level Class | searchEnemy |
| Level Class | SpaceEnemy |
| R3: Register Treasure | Traisure Class | Traisure(…) |
| Level Class | registerTreasure(…) |
| IntegradoraDos Class | addTreasure(…) |
| Level Class | searchTreasyre |
| Level Class | SpaceTreasure |
| R4: Add levels | Level Class | Level (…) |
| Enemy Class | Enemy(…) |
| Traisure Class | Traisure(…) |
| Level Class | dificultyLevel(…) |
| Game | CreateLevel |
| Game | SearchLevel(…) |
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| R5: Generate position | Level class | randomX() |
| Level class | RandomY() |
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| R6: increase level | Player class | getPoints |
| Player class | setMyLevel |
| Player class | getMyLevel |
| Level class | getIdentify |
| Level class | getPointNext |
| R7: inform Treasure and Enemy | Level class | Levels[] |
| Level class | getNumEnemies |
| Level class | getNumTreasures |
| Game class | listEnemiesAndTreasures |
| R8: total Treasure | Level class | Levels[] |
| Level class | countTreasure(name) |
| Game class | totalNumTreasureLevel |
| R9: search type enemy | Level class | Levels[] |
| Level class | totalEnemyType(…) |
| Game class | typeEnemytoShow(…) |
| R10:consonantsEnemy | Level class | Levels[] |
| Level class | totalConsonantEnemy(…) |
| Game class | consonatsEnemy(…) |
| R11: Enemy highest points | Level class | Levels[] |
| Level class | highestPointEnemy |
| Game class | ShowHighestPointEnemy |
| Enemy class | getSumPoint |
| Level class | getIdentify |
| R12:repeat treasure | Level class | Levels[] |
| Level class | repeatTreasure(…) |
| Game class | repeatTreasureLevel(…) |
| Traisure class | getCant |
| R13: ranking | Player class | players[] |
| Game class | Ranking |
|  |  |
| R14:Dificulty level | Level class | Enemies[] |
| Level class | Treasure[] |
| Traisure class | sumPoints |
| Enemy class | sumPointsEnemy |
| Level class | dificultyLevel |
| R15: |  |  |
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