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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc001  Create a player | Class VideoGame | CreatePlayer(Name: String  Nickname: String) |
| Class VideoGame | searchPlayer(nickname: String) |
| Class VideoGame | AvailablePlayers() |
|  | Class Player | Player(nickname:String Name:String Score:int Lifes:String) |
|  | Class SystemApp - ui | CreatePlayer() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc000  RegisterLevel | Class Level | Level(name:String poinst\_level: int) |
| Class SystemApp – ui | registerLevel():void |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc002  Register enemy to a level | Class VideoGame | generatePostion(x,y: int) |
| Class VideoGame | Addenemy(name:String typeOfEnemy: String dmg:int Score:int Level: int  PositionX: int PositionY: int) |
| Class Level | searchEnemy(name: String) |
|  | Class level | availableEnemy() |
|  | Class SystemApp | RegisterEnemy() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc003  Modify score of the player | Class VideoGame | changeScorePlayer(ScoreNew:int nickname:String) |
| Class Player | getNickname() |
| Class Player | getScore() |
|  | Class VideoGame | searchPlayer(NickName: String) |
|  | Class Player | getScore(Score: int) |
|  | Class SystemApp – ui | changePointsplayer() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc004  Level Up player | Class VideoGame | increaseLevelPlayer(Nickname: String |
| Class VideoGame | searchPlayer(Nickname: String) |
| Class Player | getNickname() |
|  | ClassPlayer | getScore() |
|  | Class Level | getPoints\_level() |
|  | Class Level | getName |
|  | Class Level | setLevel(level:int) |
|  | Class SystemApp - ui | increaseLevel() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc005  Inform Treasures | Class VideoGame | allEnemy(level:int) |
| Class VideoGame | allTreasure(level:int) |
| Class Level | getEnemy() |
|  | Class Level | getEnemy() |
|  | Class Level | getTreasure() |
|  | Class Enemy | getName |
|  | Class Treasure | getName() |
|  | Class SystemApp – ui | amountTreasureAndEnemy() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc007  Report all treasures on the game | Class VideoGame | amountTreasure(nameTreasure:String |
| Class Level | countTreasure(nameTreasure:String) |
| Class Treasure | getName() |
|  | Class SystemApp - ui | countTreasure() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc008  Inform the quantity of enemyes in the game | Class VideoGame | amountTypeEnemy(enemyType: String) |
| Class Level | countEnemy(enemyType:String) |
| Class Enemy | getTypeEnemy() |
|  | Class SystemApp-ui | countTypeEnemy() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc009  Inform the most repeated treasure in the game | Class VideoGame | mostTreasure() |
| Class Level | mostTreasure() |
| Class Treasure | getName() |
|  | Class SystemApp | mostTreasure() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc0010  Inform the enemy with the high Score that can give to the player | Class Videogame | enemyMostScore() |
| Class Level | enemyScore() |
| Class Level | enemyNameScore(name: String) |
|  | Class Enemy | getName() |
|  | Class Enemy | getScore() |
|  | Class SystemApp - ui | EnemyMostScore() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc0011  Inform the most consonants found in the names of the enemyes | Class VideoGame | amountConsonants() |
| Class Enemy | getName() |
| Class Level | consonantsEnemy() |
|  | Class SystemApp - ui | consonantsEnemy() |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc0012  Inform Top 5 players | Class VideoGame | topPlayer() |
| Class Player | getScore() |
| Class Player | getNickName() |
|  | Class SystemApp – ui | topPlayer |
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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Ejemplo:**  ReqFunc0013  Resolution | Class VideoGame | VideoGame(x: int y: int) |
| Class SystemApp | Resolution() |
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