**Traceability tables**

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| **Requerimiento Funcional** | **Nombre de la Clase** | **Nombre del método** |
| **Create a Player**  enter nickname and name | Main | executeOption(int option): void |
| Game | registerPlayer(player): String msj |
| **Register Level**  Enter numberID and pointsLevel | levels are automatically generated when the game starts |  |
| **Register enemy at a level**  Enter name, type, lostPoints, winPoints and level | Main | executeOption(int option): void |
| Game | registerEnemy() : void |
| Level | RegisterEnemy(Enemy) : String msj |
| **Register treasure at a level**  Enter name, image, winPoints, numberofTreasure, level | Main | executeOption(int option): void |
| Game | registerTreasure() : void |
| Level | RegisterTreasure(Treasure) : String msj |
| **Modify a player’s score.**  Enter namePlayer and changePoints | Main | executeOption(int option): void |
| Game | modificationScore(player): String msj |
| **Increase level for a player**  Enter nickname | Main | executeOption(int option): void |
| Game | increaseLevel() : void |
| Player | IncreaseLevel(int nextScore) : String msj |
| **Report treasures and enemies**  Enter level | Main | executeOption(int option): void |
| Game | reportEnemyAndTreasure() : String msj |
| **Report the amount found of a treasure at all levels**  Enter nameTreasure | Main | executeOption(int option): void |
| Game | allTreasure() : String msj |
| **Report the amount found of an enemy type at all levels**  Enter enemyType | Main | executeOption(int option): void |
| Game | allEnemy() : String msj |
| **Report the most repeated treasure at all levels.** | Main | executeOption(int option): void msj |
| Game | maxTreasure() : String msj |
| **Inform the enemy that gives the highest score** | Main | executeOption(int option): void |
| Game | maxScoreEnemy() : String msj |
| **Report the number of consonants found in the game’s enemy names.** | Main | executeOption(int option): void |
| Game | consonantEnemy(enemy): String msj |
| **Report top 5 players according to score** | Main | executeOption(int option): void |
| Game | topPlayer(player): String msj |