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| Requirement ID | System requirements specifications (& User Stories (US)) | Implementation Status |
| Functional Requirements | | |
| REQ-001 | The system shall allow users to start a new game with a predefined gameboard.  (US1. As a player, I want to start a new game with an existing gameboard.) | Completed |
| REQ-002 | The system shall allow users to name the players with input or random strings.  (US2. As a player, I want to name the players with input or randomly generated strings to better  differentiate the players.) | Completed |
| REQ-003 | The system shall allow players to roll dice and move their tokens accordingly. | Completed |
| REQ-004 | The system shall allow players to buy properties on unowned property squares. | Completed |
| REQ-005 | The system shall require players to pay rent on properties owned by others. | Completed |
| REQ-006 | The system shall handle special squares according to the rules. | Completed |
| REQ-007 | The system shall allow players to save the game state to a JSON file. | Completed |
| REQ-008 | The system shall allow players to load a game state from a JSON file.  (US7. As a player, I want to load a game from a file and continue the game.) | Completed |
| REQ-009 | The system shall allow players to see the status of any specific player.  (US3. As a player, I want to see the status of any specific player and all players.) | Completed |
| REQ-010 | The system shall allow players to see the status of the game.  (US4. As a player, I want to see the status of the game, including the squares and the players’  positions on the gameboard.) | Completed |
| REQ-010 | The system shall allow players to query the next player.  (US5. As a player, I want to query the next player.) | Completed |
| REQ-011 | The system shall allow designers to create and organize squares.  (US8. As a gameboard designer, I want to design a new gameboard by creating and organizing  squares of the seven types.) | Completed |
| REQ-012 | The system shall allow designers to load and customize existing gameboards.  (US9. As a gameboard designer, I want to load an existing gameboard and customize it by  modifying its squares.) | Completed |
| REQ-013 | The system shall allow designers to save the gameboard they designed.  (US10. As a gameboard designer, I want to save the gameboard I designed.) | Completed |
| Non-Functional Requirements | | |
| REQ-014 | The system shall respond to user commands within 1 second. | Completed |
| REQ-015 | The system shall save and load the game state within 2 seconds. | Completed |
| REQ-016 | The system shall provide clear error messages for invalid commands. | Completed |
| REQ-017 | The system shall provide help instructions for all supported commands. | Completed |
| REQ-018 | The system shall ensure the JSON file is not corrupted during save. | Completed |
| REQ-019 | The system shall handle exceptions gracefully during load. | Completed |
| REQ-020 | The system shall be compatible with Windows. | Completed |
| Interfaces to Other Systems | | |
| REQ-021 | Save and load game states to/from JSON files. | Completed |
| REQ-022 | User interactions and input commands. | Completed |