Overall Requirements

* Network Connection
* Dynamic Data Transmission
* Data Gather Capability
* Multiple Connections to one server at once
* Option 1 = Larger Security Risk
* Option 2 = Would Require Server PC to Handle all data communications. Could be slow

# Server PC Requirements

* Hold connection data for all host PC's
* (Option 1)
  + Get PC data request
  + Send PC Data back to client
* (Option 2)
  + Handle Client Request to connect to host PC - Middleman

# Host PC Requirements

* Capable of hosting multiple clients (Tablets)
* Launch software when game is requested
* Gather and send data involving all games on system
* Basic UI for configs

# Client (Tablet) Requirements

* (Option 1)
  + Auto disconnect from server and auto connect to new host upon selection
  + Upon host disconnect reconnect to server
* (Option 2)
  + Tell Server which PC data submission/request should come from
* Dynamic Grid for game display
* Load game data upon request
* Name Search
* Category Search
* Game Launch Queue