Requirement ID	Requirement Statement	Must/Want	comment
FR001	The application shall has creature tab	Must	
FR002	The application shall provide the ability to create a new creature	Must	
FR003	The user shall be able to insert information regarding a new creature (name, description)	Must	
FR004	The user shall be able to opne a creature in the Editor	Must	
FR005	The editor shall display the number of joints and bones	Must	
FR006	Editor shall have the option to insert a bone	Must	
FR007	Editor shall have the option to remove a bone	Must	
FR008	Editor shall have the option to insert a joint	Must	
FR009	Editor shall have the option to remove a joint	Must	
FR010	Editor shall have the option to fix the joint degree	Must	
FR011	The gaven joint degree shall be : 0=< degree<=360	Must	
FR012	Editor shall provide the ability to choose multiple bones and joints in the editor to change the location	Must	
FR013	The user shall upload a picture to the Editor to create the creature based on it	Want	
FR014	The creature tab shall display a list of all creatures	Must	
FR015	A creature shall be chosen from creature list	Must	
FR016	The information of a chosen creature shall be edit	Must	
FR017	The shape of a chosen creature shall be edit in Editor	Must	
FR018	The creature shall be train directly from creature tab	Want	
FR019	A creature shall be clone	Must	
FR020	A creature shall be delete	Must	
FR021	The application shall has environment tab	Must	
FR022	The environment tab shall display the list of all environments	Must	
FR023	Environment shall be edit	Must	
FR024	Environment shall be delete	Must	
FR025	Environment shall be clone	Must	
FR026	The user shall create a new environment	Must	
FR027	User shall choose an environment from the list of environments	Must	
FR028	The gravity of an environment shall be: 0=< g	Must	
FR029	The Coefficient of friction of an environment shall be: 0=< f	Must	
FR030	The application shall has training tab	Must	
FR031	For training at least one creature and one environment shall be chosen	Must	

FR032	For training at most 20 creatures and 20 environments shall be chosen	Must	
FR033	For training a movment pattern shall be added to the chosen creature and environment	Must	
FR034	The result of a training shall be a movment pattern	Must	
FR035	The user shall be able to open the visualization of the simulation	Must	
FR036	The visualization shall be in 2D	Must	
FR037	The visualization shall be in 3D	Want	
FR038	The visualization of an simulation shall be saved in a video file	Want	
FR039	The user shall reopen a simulation	Must	