

Ten traditional demands

1. The program shall be runnable
2. The programme shall follow the real chessrules.
3. There shall be a graphic representaion of the model.
4. Users shall be able to play against each other.
5. All components that looks like buttons shall be clickable.
6. It shall be able to play multiple games at once.
7. All information shall be stored in the database.
8. It shall be impossible to manipulate the data that sends to the database.
9. Passwords shall be encrypted before they're saved.
10. The user shall be able to see ongoing matches.