

User Requirements for iteration 3

ID	Description	Type	Priority (MoSCoW)
FEAT 1.1	An organizer should be able to initialize a poker table	Functional	Must have
FEAT 1.2	An organizer should be able to invite a group of (remote) players to a poker table (network)	Functional	Must have
FEAT 1.3	An Organizer should be able to make the blinds increased periodically throughout the game	Functional	Must have
FEAT 1.4	An Organizer should be able to set a game-clock for each Player, to ensure a smooth gameplay.	Functional	Must have
FEAT 2.1	A player should be able to join a Sit & Go poker table for heads-up	Functional	Must have
FEAT 2.2	A player should be able to join a Sit & Go poker table for 4-6 people (consisting of both human and AI-players)	Functional	Must have
FEAT 2.3	A player should be able to join the games (multiplayer)	Functional	Must have
FEAT 2.4	A player should receive a set amount of chips when game starts	Functional	Must have
FEAT 2.5	A player should be able to see his own cards, and the communal cards	Functional	Must have
FEAT 2.6	A player should be dealt no more cards if the player does not have any chips left	Functional	Must have
FEAT 2.7	A player should be able to see the positions on the board (UTG, CO, BTN, SB, BB)	Functional	Must have
FEAT 2.8	A player should be able to see best possible had that the player has right now	Functional	Must have

FEAT 2.9	A player should be able to choose (basic) AI players as opponents	Functional	Must have
FEAT 2.10	A player should be able to play against a more advanced AI (taking into account open cards, bets, etc. → non random behaviour)	Functional	Must have
FEAT 2.11	A player should be able to save game statistics to a file	Functional	Must have
FEAT 2.12	A player should be able to continue to observe a game after they have run out of chips. (multiplayer, AI)	Functional	Should have
FEAT 2.13	A player should be able to exit the current game, and return to the lobby screen.	Functional	Could have
FEAT 2.14	A Player should be able to replay a game from statistics/game-log pocket cards up, so that the player can see what the other players did during hands	Functional	Must have
FEAT 2.15	A Player should be able to exit the lobby screen	Functional	Could have
FEAT 3.1	A spectator should be able to watch a poker table (using network)	Functional	Should have
FEAT 3.2	A spectator should be able to watch player statistics (using network)	Functional	Should have
FEAT 4.1	A teaching assistant should be able to see a tidy git repo	Non-functional	Must have
FEAT 4.2	A teaching assistant should be able to find a README.md in the repository's top folder	Non-functional	Must have
FEAT 4.3	A teaching assistant should be able to find license information in the source code	Non-functional	Must have
FEAT 5.1	The system should create a side pot	Functional	Must have

	when a player, who does not have enough chips to make a complete call, decides to call.		
FEAT 5.2	The system should be able to assign names to all AIs	Functional	Should have
FEAT 5.3	The system should be on a remote server	Non-functional	Could have