

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 |

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| 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 |

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| | 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 |