Requirement ID	Requirement Short Description	Status Code	Comments			
1	Refactor code from Python 3.4 to Python 2.7	D				
2	Build Simple Tournament Server	D				
2.1	Have a player AI register to the server	D				
2.2	Decode json objects on client and server sides	D				
2.3	Dynamically obtain ip to host the server	D				
3	Create the Game Master Client to set tournament and game types	D				
3.1	Dynamically set the tournament type	D				
3.2	Dynamically set the game type	D				
4	Data/Persistency Stage	Р				
4.1	Complete MatchData and Tournament Data	Р				
4.3	Send/Receive Player Data	Р				
4.3	Confirm PlayerClient is receiving data from MD and TD	Р				
5	GUI Stage	Р				
5.1	Build PlayerGUI	D				
5.2	Build GameMasterGUI	D				
5.3	Build ServerGUI	D				
5.4	Bind calls to the GUI	Р				
6	Successfully Run a Tournament	Р				