

Requirements	Description	Check
User story 1	As a player, I want to start a new game with an existing gameboard.	<input checked="" type="checkbox"/>
User story 2	As a player, I want to name the players with input or randomly generated strings to better differentiate the players.	<input checked="" type="checkbox"/>
User story 3	As a player, I want to see the status of any specific player and all players.	<input checked="" type="checkbox"/>
User story 4	As a player, I want to see the status of the game, including the squares and the players' positions on the gameboard.	<input checked="" type="checkbox"/>
User story 5	As a player, I want to query the next player	<input checked="" type="checkbox"/>
User story 6	As a player, I want to save the current game to a file	<input checked="" type="checkbox"/>
User story 7	As a player, I want to load a game from a file and continue the game	<input checked="" type="checkbox"/>
User story 8	As a gameboard designer, I want to design a new gameboard based on an existing gameboard by modifying the property squares (including their name, price, and rent).	<input checked="" type="checkbox"/>
User story 9	As a gameboard designer, I want to load an existing gameboard and customize it by modifying its squares.	<input checked="" type="checkbox"/>
User story 10	As a gameboard designer, I want to save the gameboard I designed.	<input checked="" type="checkbox"/>
FR1.1.1	Players will be presented with a graphical menu to select from predefined gameboards.	<input checked="" type="checkbox"/>
FR1.1.2	There will be a button that allows the user to start the game by pressing it.	<input checked="" type="checkbox"/>
FR2.1.1	A text input field will be provided for each player to enter their name.	<input checked="" type="checkbox"/>
FR2.1.2	The system shall generate random names if players choose not to enter custom names, displayed in the GUI.	<input checked="" type="checkbox"/>
FR3.1.1	During the game, each player's information, including their money, properties, and names, will be displayed on the screen.	<input checked="" type="checkbox"/>
FR4.1.1	The gameboard will be visually represented in the GUI, showing player positions and property ownership.	<input checked="" type="checkbox"/>
FR4.2.1	The GUI will refresh automatically after each action to reflect the latest game state.	<input checked="" type="checkbox"/>
FR5.1.1	The current player will have an indicator to show that it is their turn.	<input checked="" type="checkbox"/>
FR5.2.1	The game system will automatically end the turn of the current player after all actions are completed, allowing the next player to start their turn.	<input checked="" type="checkbox"/>
FR6.1.1	A "Save Game" button shall available in the GUI, prompting players to enter a filename and save the game.	<input checked="" type="checkbox"/>
FR6.1.2	The system shall confirm the successful save operation through updating the save record displayed on the interface.	<input checked="" type="checkbox"/>
FR6.2.1	A "Load Game" button will provide access to saved game files.	<input checked="" type="checkbox"/>
FR6.2.2	The system shall restore the game state, including player positions, balances and game board details, upon loading.	<input checked="" type="checkbox"/>

FR7.1.1	Designers will have access to a graphical interface for modifying property names, prices, and rent values.	<input checked="" type="checkbox"/>
FR7.2.1	A "Load game board" button will provide access to saved game board files.	<input checked="" type="checkbox"/>
FR7.2.2	The system shall restore the game board state, including the details of each property, such as name, price, and rent, as well as the other fixed squares, upon loading.	<input checked="" type="checkbox"/>
FR7.3.1	A "Save game board" button shall available in the GUI, prompting players to enter a filename and save the game board details.	<input checked="" type="checkbox"/>
FR7.3.2	The system shall confirm the successful save operation through updating the save record displayed on the interface.	<input checked="" type="checkbox"/>
NFR1.1	The GUI shall be easy to use. User shall be able to use all the system functions after half an hour of training. After this training, users can find and use all function in the game by their own without reading the user manual.	<input checked="" type="checkbox"/>
NFR2.1	The system shall respond to user inputs (e.g., clicks, selections) within 1 second to ensure a smooth and engaging gaming experience.	<input checked="" type="checkbox"/>
NFR2.2	To maintain fluid user experience, during system operation, the GUI interface shall maintain a frame rate of over 30 frame per second.	<input checked="" type="checkbox"/>
NFR3.1	The system shall handle unexpected inputs gracefully. For example, input string to the property price when designing the game board. Providing informative error messages and guidance to users rather than crashing or freezing.	<input checked="" type="checkbox"/>
NFR4.1	The average time to restart after a failure shall not exceed 2 minutes to minimize downtime.	<input checked="" type="checkbox"/>
NFR4.2	The percentage of events causing failure shall be less than 0.1% during normal operation.	<input checked="" type="checkbox"/>