

1. The user should be able to enter words easily.
2. The GUI should be intuitive and easy to use.
3. The user should understand how to use the program without too much effort.
4. There should be commands for performing math operations with the words.
5. The user should have adequate information in the README for instructions.
6. There should be a command that allows the user to branch in the program.
7. The system must provide easy error handling for the user.
8. The system must meet the requirements set up by the university.
9. The system should be able to seamlessly handle positive and negative words.
10. The system should be able to quit on the quit command.
11. The system should be abstracted enough that the user does not have to worry about modifying the program itself.
12. The system should work with the stipulations and rules set up by the professor.
13. The system should allow professors and graders to implement it into their classes easily.
14. The GUI should include all the functionalities of the non-GUI program.
15. The user should be able to use all given commands.