Requirements Gathering

Functional Requirements
- Analyze replays from user's computer
    - o Determine build order
    - o Determine win rates based on races
    - o Determine win rates of build 'A' vs build 'B'
- Analyze replays from professional tournaments
    - o Determine build order
    - o Determine win rates based on races
    - o Determine win rates of build 'A' vs build 'B'
- Import and display build order to live game

Non-Functional Requirements
- Database to store analyzed data (SQL)
- Minimize stored data sizes to save cost and performance
- Encrypted usernames and passwords
- Admin, user permissions