

Functional/Non	Description	Priority
Non-Functional	Tutorial	Low
Non-Functional	Option to display Readme in sim	High
Functional	Better overall error handling	High
Functional	Non-instruction commands while in editing mode	Med
Non-Functional	Main Menu	Med
Functional	Breakpoints	Med
Functional	Go back to main menu after execution	High
Functional	More arithmetic instructions	High
Functional	Save/Load user created programs	High
Non-Functional	Built-in sample/test cases	Low
Functional	Clearly indicate what mode the user is in	Low
Non-Functional	Make it look pretty (ascii graphics)	Low
Non-Functional	Keep log/transcript of programming session	Med
Non-Functional	Ability to compare expected program result with actual program result	Low
Non-Functional	User-Friendly GUI	High