**User requirements**

| ID | Description | Type | Priority |
|---|---|---|---|
| OR# | The Organizer should be able to... | | |
| OR1 | Initialize a Table/Game | Functional | MUST |
| OR2 | Invite player(s) to a Table/Game | Functional | COULD |
| OR3 | Start a Game | Functional | MUST |
| | | | |
| PL# | The Player should be able to... | | |
| PL1 | Join Sit & Go Heads-up Table/Game | Functional | COULD |
| PL2 | Register for Games | Functional | COULD |
| PL3 | Receive a set amount of Chips at Game start | Functional | MUST |
| PL4 | See his Hand | Functional | MUST |
| PL5 | See the Community Cards on the Table | Functional | MUST |
| PL6 | Perform Action (Raise, Call/Check, etc) | Functional | MUST |
| PL7 | See his placement at the Table | Functional | MUST |
| PL8 | See the Dealer Button | Functional | SHOULD |
| PL9 | See his Table Position Term, if any (UTG, CO, etc) | Functional | SHOULD |
| PL10 | Play against basic AI opponents | Functional | MUST |
| | | | |
| SP# | The Spectator should be able to... | | |
| SP1 | Watch a Table/Game | Functional | COULD |
| SP2 | View Player statistics | Functional | COULD |