

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	Join Sit & Go Table/Game w/ 4-6 Players	Functional	MUST
PL3	Register for Games	Functional	COULD
PL4	Receive a set amount of Chips at Game start	Functional	MUST
PL5	See his Hand	Functional	MUST
PL6	See the Community Cards on the Table	Functional	MUST
PL7	Perform Action (Raise, Call/Check, etc)	Functional	MUST
PL8	See his placement at the Table	Functional	MUST
PL9	See the Dealer Button	Functional	SHOULD
PL10	See his Table Position Term, if any (UTG, CO, etc)	Functional	SHOULD
PL11	Play against basic AI opponents	Functional	MUST
PL12	Play against advanced AI opponents	Functional	MUST
PL13	See Best possible hand w/ current cards	Functional	MUST
PL14	Save Player statistics to a text file	Functional	MUST
SP#	The Spectator should be able to...		
SP1	Watch a Table/Game	Functional	COULD
SP2	View Player statistics	Functional	COULD