

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
OR4	Periodically increase the blinds	Functional	COULD
OR5	Keep a Gameclock for each player	Functional	COULD
OR6	Handle split- and sidepots	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	Join Table hosted by an Organizer	Functional	MUST
PL4	Register for Games	Functional	COULD
PL5	Receive a set amount of Chips at Game start	Functional	MUST
PL6	See his Hand	Functional	MUST
PL7	See the Community Cards on the Table	Functional	MUST
PL8	Perform Action (Raise, Call/Check, etc)	Functional	MUST
PL9	See his placement at the Table	Functional	MUST
PL10	See the Dealer Button	Functional	SHOULD
PL11	See his Table Position Term, if any (UTG, CO, etc)	Functional	SHOULD
PL12	Play against basic AI opponents	Functional	MUST
PL13	Play against advanced AI opponents	Functional	MUST
PL14	See Best possible hand w/ current cards	Functional	MUST
PL15	Save Player statistics to a text file	Functional	MUST
PL16	Watch a Replay of a recorded game	Functional	COULD
SP#	The Spectator should be able to...		
SP1	Watch a Table/Game	Functional	COULD
SP2	View Player statistics	Functional	COULD