

		Functional/Non-functional (F/N)	Requirement ID	Requirement Text	Traceability to Requirement Source	Notes	Mapping		
+	<input checked="" type="checkbox"/>	N		1 A web browser shall be used to produce the user interface for the game	Project Document				
+	<input checked="" type="checkbox"/>	F		2 all 5 cards that the user possesses shall be shown on their screen with the cards faced up	Project Document		Game		
+	<input checked="" type="checkbox"/>	F		3 The first player to join the game, or create the game shall be the first-man (first player to check or bet)	YouTube Video		Game/UserEvent		
+	<input checked="" type="checkbox"/>	F		4 The user interface shall provide the player with a choice to bet, check, or fold when it is their turn	YouTube Video		WebPoker		
+	<input type="checkbox"/>	F		5 the user screen shall turn grey and let the user spectate the rest of the game if they choose to fold	YouTube Video	requirement for iteration 2	Game		
+	<input checked="" type="checkbox"/>	F		6 in the draw phase, each player shall be able to choose which cards in their deck will be discarded and replaced with new cards	YouTube Video		Card/Hand		
+	<input checked="" type="checkbox"/>	F		7 the new cards that will replace the discarded cards will be new cards, that is, there will be no duplicates nor wildcards in the full deck of cards	YouTube Video		Card/Hand		
+	<input checked="" type="checkbox"/>	N		8 there shall be 4 rounds: first betting round, draw round, second betting round, and showdown	YouTube Video		Game/UserEvent		
+	<input checked="" type="checkbox"/>	F		9 In the first betting round, the first player to move shall only have two choices, to bet or to check	youTube Video		Game		
+	<input checked="" type="checkbox"/>	F		10 Selecting the bet option should provide a user with a slider for	Requirement 4	BET MECHANISM	HTML/CSS		
+	<input checked="" type="checkbox"/>	F		11 In the draw phase, the player shall be able to choose which cards to discard by using check boxes	Requirement 6		Game		
+	<input checked="" type="checkbox"/>	N		12 The interface shall display which of the 4 rounds is taking place at the	Requirement 8		UserEvent		
+	<input checked="" type="checkbox"/>	F		13 If there is one player in the lobby, the interface shall display a message that states that it is waiting for one more player to be able to start	Project Document		UserInfo/Game		
+	<input checked="" type="checkbox"/>	N		14 there can be no more than 5 players in a lobby	Project Document		Httpserver		
+	<input checked="" type="checkbox"/>	F		15 if there are at least two players in the lobby, the user interface shall display a choice menu allows the first player to make a move between stand or bet	Project Document		Game/HTML/CSS		
+	<input checked="" type="checkbox"/>	F		16 the game shall only start when there are at least 2 players in the lobby	Project Document		Game		
+	<input checked="" type="checkbox"/>	F		17 The interface shall show whether or not other players discarded their cards	YouTube Video	Complex HTML/CSS, may be satisfied in iteration 2	Game		
+	<input checked="" type="checkbox"/>	N		18 The interface shall highlight which player's turn it is	Example Gameplay		Game/UserEvent		
+	<input checked="" type="checkbox"/>	N		19 the interface shall highlight which way the rotation is going, showing which player is next	Example Gameplay	Complex HTML/CSS, may be satisfied in iteration 2	Game/UserEvent		
+	<input type="checkbox"/>	N		20 other players' cards shall be shown as faced down	YouTube Video		HTML/CSS		

+	<input checked="" type="checkbox"/>	N	21	Each player has 30 seconds to make a choice when it is their turn	Example Gameplay		Game		
+	<input checked="" type="checkbox"/>	N	22	If the timer runs out and a player fails to make a choice the choice is defaulted to check	YouTube Video		UserEvent		
+	<input checked="" type="checkbox"/>	F	23	If there are 2 players playing and one player leaves, the other player wins by default through forfeit	Example Gameplay		Game/UserEvent		
+	<input type="checkbox"/>	F	24	If there are more than 2 players in a game and one leaves, the leaver is set to spectator, loses their bets, and the other two players play as usual	Example Gameplay	requirement for iteration 2	Game/UserEvent		
+	<input checked="" type="checkbox"/>	F	25	A player shall be defaulted to a name based on their player ID	Example Gameplay		Player		
+	<input checked="" type="checkbox"/>	F	26	If the check choice is selected, the user ends their turn without making any bets	YouTube Video	CHECK MECHANISM	WebPoker		
+	<input checked="" type="checkbox"/>	F	27	In the showdown, the player with the best hand wins	YouTube Video		Game		
+	<input checked="" type="checkbox"/>	F	28	If the showdown has yet to happen, but only one player has not folded, that player wins the game	YouTube Video		Game		
+	<input checked="" type="checkbox"/>	N	29	The winner wins all the bets that were put on the table by other players in the game	YouTube Video	requirement for iteration 2	Game		
+	<input checked="" type="checkbox"/>	N	30	All players are prompted to choose from the three choices only in the betting rounds	YouTube Video	The three choices being check, bet, or fold	WebPoker		
+	<input checked="" type="checkbox"/>	N	31	Players can only have 5 cards in their hand at all times	YouTube Video				
+	<input type="checkbox"/>	N	32	Names that were entered by the users shall be displayed beside the decks of the corresponding players	Example Gameplay	Complex HTML/CSS, may be satisfied in iteration 2	HTML/CSS		
+	<input checked="" type="checkbox"/>	N	33	Java Maven shall be used for the back end of the web application	CSE 3310				
+	<input checked="" type="checkbox"/>	N	34	The program shall contain at least 7 c	Design Process	Those 9 classes are UserInfo, Game, Httpserver, WebPoker, Bet, UserEvent, Card, Hand, Coin			
+	<input checked="" type="checkbox"/>	N	35	The Cards shall be shown as 250x400 pixel pictures displayed on the webpage	Example Gameplay	These sizes may be subject to change			
+	<input checked="" type="checkbox"/>	N	36	HTML, CSS, and JavaScript is to be used for the front-end components of the webpage	CSE 3310				
+	<input checked="" type="checkbox"/>	N	37	This program in particular will be utilizing HTTP Port 8080	Project Document	Group 7			
+	<input checked="" type="checkbox"/>	N	38	This program in particular will be utilizing Websocket port 8887	Project Document	Group 7			
+	<input checked="" type="checkbox"/>	N	39	The program shall be compatible with command line commands that are referred in the notes section	Project Document	cd WebPoker mvn clean mvn compile mvn package mvn exec:java -Dexec.mainClass=uta.cse3310.WebPoker			
+	<input checked="" type="checkbox"/>	F	40	If a player prompts to fold, they shall automatically lose the game	example Gameplay	Game			

+	<input checked="" type="checkbox"/>	N	41	If a player prompts to discard and draw new cards, the old cards displayed on the UI shall be replaced by the photos of the new cards	example Gameplay	Game			
+	<input checked="" type="checkbox"/>	N	42	Once a winner has been decided, the server shall shut down or start a new game when prompted	example Gameplay	WebPoker			