**Must-haves:**

Player must be able to start a game

Player must be able to control the power of the cue

The table must have border

The balls must be moveable

The white ball must be playable with the cue

The game must have a local multiplayer

The game must have two types of balls

The players must be able to win or lose

The balls must decrease speed after a hit

The game must implement the right rules

**Should-haves:**

Player should be able to see which balls are potted

The game should have a main menu

Players should be able to pause the game

Players should be able to quit the game

Players should be able to mute the game

Players should be able to change the volume of the game

The game should have instruction for new players

The game should show the rules of the game in a help menu

The game should have realistic physics

The game should have sounds

**Could-haves:**

The player could be able to create an account

Player could be able to change password

The game could have a mode for more than 2 players

The game could have an online multiplayer system

The game could have a online tournament function

The game could have a function for players to create a profile

The game could have a settings function for controlling the friction

The game could have single player mode

**Won’t-haves:**

The game won’t be in 3D

The game won’t have an AI computer to play against