Tabular List Of Requirements

Requirement #	PriorityLevel	Description
Req-001	10.0	Product is a Web-based multiplayer game
Req-002	7.0	Central Player and Room Database
Req-003	10.0	Game follows rules described in the Rummy-O section
Req-004	8.0	Players must be able to place tiles on the board by dragging and dropping
Req-005	9.0	Players must be able to create room containing 2-4 players
Req-006	9.0	Players must be able to join the room with a unique code
Req-007	8.0	System must recognize and organize melds formed by players
Req-008	6.0	Player profiles with saved experience
Req-009	5.0	Global permis sion system to pause gameplay
Req-010	7.0	Game layout must include a quit option
Req-011	5.0	Every room must have a chat-box for players
Req-012	7.0	Every turn must take no more than 30 seconds
Req-013	4.0	Must be able to rejoin if server gets disconnected
Req-014	2.0	Players customize the look and feel of the board
Req-015	3.0	System must allow players to retrieve points after connection is lost