

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