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| --- | --- | --- | --- |
| Name | ID | Kind | Risk |
| Game does not start until at least 2 people have joined | REQ014 | Functional | Medium |
| Game ends with a winner when a player runs out of cards | REQ007 | Functional | Low |
| Game has a remelding function | REQ008 | Functional | Medium |
| Has a system that allows players to make an initial meld | REQ006 | Functional | Medium |
| Jokers have the ability to be replaced | REQ009 | Functional | High |
| Message that notifies the players who's turn it is | REQ015 | Interface | Low |
| Method of handing out cards initially | REQ005 | Functional | Medium |
| Mini game for choosing who starts | REQ004 | Functional | Low |
| Must be web application | REQ001 | Functional | High |
| Option to leave game when round ends | REQ013 | Functional | Low |
| Recording of wins | REQ012 | Interface | Low |
| Shuffle function | REQ003 | Functional | High |
| Standard deck of 54 tiles | REQ002 | Functional | Low |
| System that allows players to play in turns | REQ010 | Functional | Medium |
| Tiles are presented as cards | REQ011 | Interface | Low |

**Tabular List of requirements:**