Requirements (UI Layers, Raster Layers**)**

#	Type	Description	Priority
1	UI Layers	set a Marker object to a geographical point with title.	Mandatory
2	UI Layers	Icon (png) to represent a created marker.	Optional
3	UI Layers	Marker can be able to drag.	Optional
4	UI Layers	Number of pixels by drag the map should be panned.	Optional
5	UI Layers	Display small texts on top of map layers.	Optional
6	UI Layers	Create popups at specific locations on the map and close them as needed.	Mandatory
7	UI Layers	Ensure that popup is open and make default behavior of the popup closing when another popup is opened.	Mandatory
8	UI Layers	Some Layers can be made interactive with events	Mandatory
9	UI Layers	Create TileLayer to load and display tile on the map.	Mandatory
10	Raster Layers	TileLayer should have the option to zoom in and zoom out.	Optional
11	Raster Layers	TileLayer should be able to display WMS(Web Map Service)	Mandatory
12	Raster Layers	Can load and display a single image over specific bounds of the map.	Mandatory
13	Raster Layers	User can control the added image	Mandatory
14	Raster Layers	Can load and display a video over specific bounds of the map.	Mandatory
15	Raster Layers	video can loop back to the beginning when played.	Optional
16	Raster Layers	Mobile browsers play the video exactly where it is instead of opening it in full-screen mode.	Mandatory