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1 Introduction

2 Functional requirements

ID	FR1
Description	Placement of pieces
Requirement	The players place all nine pieces, one at the time. The starting player is chosen at random. Only one piece can be placed at a given field.
Priority	High

Table 1: FR1 - Placement

ID	FR2
Description	Movement
Requirement	Players can move their pieces one length The game logic checks valid moves
Priority	High

Table 2: FR2 - Movement

ID	FR3
Description	Morris state
Requirement	If a player gets three pieces in a row, he can remove one of the opponent's pieces. It is not possible to remove to remove pieces that already is in a Morris state.
Priority	High

Table 3: FR3 - Morris state

ID	FR4
Description	Flying state
Requirement	If the player only has three pieces left, the player can move his pieces freely to any vacant field
Priority	High

Table 4: FR4 - Flying

ID	FR5
Descripton	Multiplayer
Requirement	The game is played by two players. The game is played over a the network.
Priority	High

Table 5: FR5 - Multiplayer

ID	FR6
Descripton	Random start
Requirement	The starting player is chosen at random.
Priority	High

Table 6: FR6 - Placement

ID	FR7
Descripton	Game board
Requirement	There should be one type of game board, ala the classic board for <i>Nine Men's Morris</i> .
Priority	High

Table 7: FR7 - Game board

ID	FR8
Descripton	Sound effects
Requirement	There shall be sound effects for movement. There shall be sound effects when a player wins.
Priority	Low

Table 8: FR8 - Sound effects

ID	FR9
Descripton	Setting player name
Requirement	A player shall be able to set his or her own name.
Priority	Medium

Table 9: FR9 - Setting player name

ID	FR10
Descripton	Highlighting possible moves
Requirement	When the player chooses a piece to move, all possible moves shall be highlighted.
Priority	Low

Table 10: FR10 - Highlighting possible moves

ID	FR11
Descripton	Game over
Requirement	When a player has only two pieces left, the game is over.
Priority	High

Table 11: FR11 - Game over