User Stories	Functional Requirements	Implemented?
1	The user shall start a new game with an existing gameboard.	Yes
2	The user and system shall be able to enter or generate strings as the player's name.	Yes
3	The user shall be able to see specific and all players' statuses	Yes
4	The user shall be able to see the status of the game	Yes
5	The user shall query the next player	Yes
6	The user shall save the current game process to a file, including gameboard information, players' token positions, player names and money holds, and purchased properties.	Yes
7	The user shall load the game from a saved file to continue playing.	Yes
8	The gameboard designer shall modify the square of the existing gameboard to customize a new gameboard.	Yes
9	The gameboard designer shall load an existing gameboard and customize it by modifying its squares.	Yes
10	The gameboard designer shall save the designed gameboard.	Yes

	Non-Functional Requirements	Implemented?
1	The system shall take no more than 10 seconds to load and begin the game after players enter their names and choose to start the game.	Yes
2	When a player experiences a change in their money within the game, such as purchasing property or paying rent, the system shall complete the update and display the player's latest money amount and property status within 10 seconds.	Yes
3	The system shall take no more than 10 seconds to check players' money to determine if any player retires from the game and verify the number of turns to determine if the game has ended and the winner.	Yes
4	The time the system spends to save the gameboard designed by the gameboard designer shall be within 15 seconds.	Yes
5	The player and gameboard designer shall be able to use all the system functions after 20 minutes of training	Yes
6	The system shall not occurrence errors more than 5 times per game	Yes
7	The system shall be capable of running on Windows operating systems	Yes