*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #708

**Name:** Kevin Delamo

**Team Member(s):** Lukas Borges, Cristian Cabrera, Nicolette Celli, Hamilton Chevez, Filip Klepsa, Francisco Lozada

**Project:** AR-VR-VE for Computer Science

**Product Owner(s)**: Francisco Ortega

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name:**

* Description: As a User, I would like to have a menu for settings so that I may customize aspects of the game to suit my needs

Acceptance Criteria

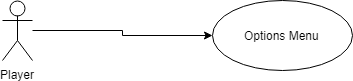
* Options Menu can be brought up while in the pause screen.
* Offers Buttons to Toggle Various settings.

**Use Case**

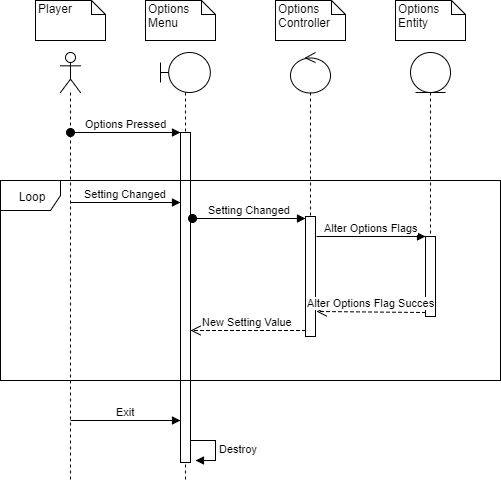
* Name: Options Menu to Change Game Settings
* Actor: Player
* Preconditions: Pause menu has been brought up and options button was selected..
* Description :

1. User pressed options button.
2. Game responds with the options menu.
3. User can change settings here.
4. <Add use case initiation for each setting>
5. User presses exit button.
6. System returns to pause menu.

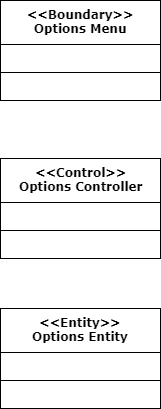
**Use Case Diagram <**you can use draw.io**>**



**Sequence Diagram**



**Class Diagram**

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**Unit Test - Not Completed**

* Test case ID: 001
* Description/Summary of Test: Checks to see that settings in the entity change.
* Pre-condition:
* Expected Results:
* Actual Result:
* Status (Fail/Pass):

**Integration Test**

**Visual User Guide** <like one or two screenshots of the feature. For the hardware project, a photo of device is required>