*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #752 Add an In-game Menu

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

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

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name: Add an In-Game Menu**

* Description: As a user, I would like to see an in-game menu, so I can quit the game whenever I want to.

Acceptance Criteria

* After clicking the Esc key, a menu will pop up with the option QUIT.

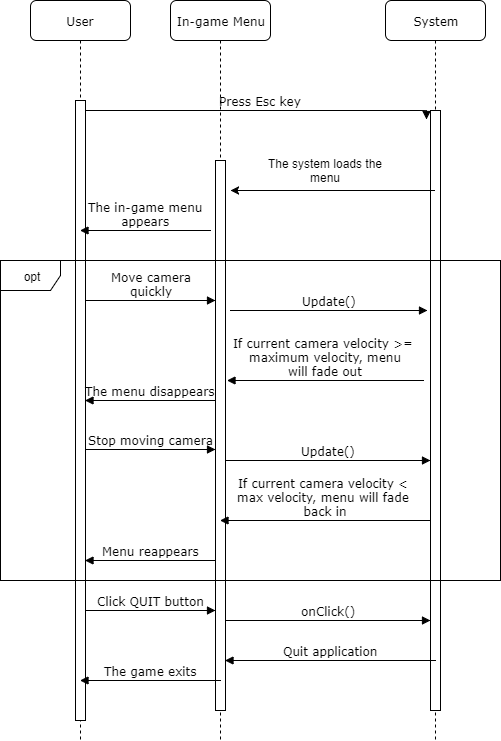
**Use Case**

* Name: Use In-game Menu
* Actor: Player
* Preconditions: The application is loaded into the first level scene.
* Description:
  + The user presses the Esc button on their keyboard.
    - The in-game menu will appear on screen.
    - The user clicks the QUIT button.
      * The application will exit.

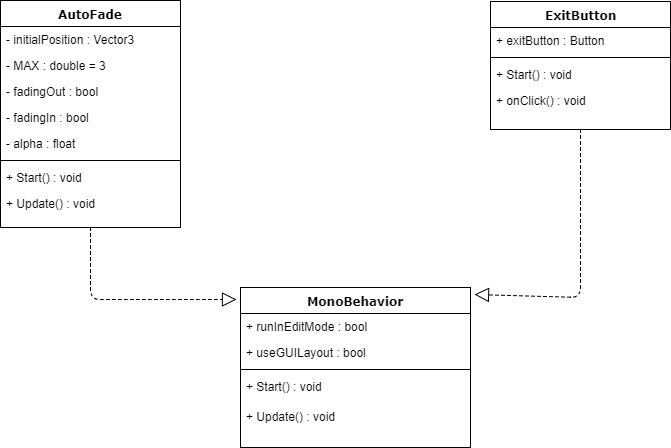
**Use Case Diagram**



**Sequence Diagram**



**Class Diagram**



**Unit Test**

* Test case ID: 011
* Description/Summary of Test: Verify that the in-game menu opens.
* Pre-condition: The first level scene is loaded and the player presses the Esc key.
* Expected Results: The in-game menu will appear, showing the QUIT button.
* Actual Result: The in-game menu appears.
* Status (Fail/Pass): Pass
* Test case ID: 012
* Description/Summary of Test: Verify that the QUIT button is functioning.
* Pre-condition: The in-game menu is open and the player clicks the QUIT button.
* Expected Results: The application will close.
* Actual Result: The application closes.
* Status (Fail/Pass): Pass
* Test case ID: 013
* Description/Summary of Test: Verify that the Auto Fade script is functioning.
* Pre-condition: The in-game menu is open and the player swings his mouse quickly.
* Expected Results: The in-game menu will fade out until it disappears, then fade in when

the camera is no longer moving quickly.

* Actual Result: The menu fades out then fades back in when the camera stabilizes.
* Status (Fail/Pass): Pass

**Visual User Guide**

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