*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID <789>

**Name: Carlos Martinez**

**Team Member(s):**

Mairim Barrios - Arelys Alvarez - Carlos Martinez - Samira Tellez - Fidel Hernandez

**Project:**

AR-VR-VE for Computer Science

**Product Owner(s)**:

Dr. Francisco Orega

**Mentor(s)**:

**Instructor**:

Masoud Sadjadi

**User Story Name: Basic Character Movement**

* Description: **As a user I would like to move my character in the basic cardinal directions so that I could properly play the game**

Acceptance Criteria

* Basic up,down,left,right commands work properly
* Character moves accordingly/smootlhly to commands

**Use Case**

* Name: User enters game
* Actor: Player
* Preconditions: User has entered a movement command
* Description <The player has begun the game and moves their player by inputting a movement command.>:

User Story ID <791>

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**Product Owner(s)**:

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**Instructor**:

Masoud Sadjadi

**User Story Name: Multiple Loop**

* Description: **As a user I would like to be able to issue multiple while loop commands so if I need to use more than one while loop to solve a problem I can do so with ease.**

Acceptance Criteria

* Multiple while loops in one series of commands
* Each loop is able to perform a different series of commands.

**Use Case**

* Name: User plays game
* Actor: Player
* Preconditions: User has entered a movement command with multiple loop commands in it
* Description <The player has begun the game and moves their player by inputting a movement command combined with multiple different loop commands.>:

User Story ID <799>

**Name: Carlos Martinez**

**Team Member(s):**

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**Project:**

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**Product Owner(s)**:

Dr. Francisco Orega

**Mentor(s)**:

**Instructor**:

Masoud Sadjadi

**User Story Name: Basic Movement with Methods**

* Description:As a user I would like there to be a system implemented where I can store commands in a method so I can use them instead of repeating a lengthy series of commands

Acceptance Criteria

* **Basic up,down,left,right commands work properly**
* **Able to store for future use in a panel**
* **Can name method**

**Use Case**

* Name: User plays game
* Actor: Player
* Preconditions: User has entered a movement command with basic movement commands and stores it in a method
* Description <The player has begun the game and moves their player by inputting a movement command combined and decides to store said series of commands in a method..>: