*Florida International University*

*School of Computing and Information Sciences*

CIS 4911 - Senior Capstone Project

Software Engineering Focus

Feature Document

User Story #**801**

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**User Story** Implement a responsive windowed view of the application

* **As a User I would like to** have the ability to open the application into a windowed view **so that I** can choose the size of the window and whether to have the application in fullscreen.

Acceptance Criteria

* Open Application into windowed view
* Allow menus to scale to size based on the window size
* Responsive window should not affect user drawings

**Use Case** #**801 – Implement a responsive windowed view of the application**

Use Case:

Implement a responsive windowed view of the application

Details:

Actor: User

Pre-conditions:

* Project working on VS2015
* Program Running

Description:

* Use case begins anytime a user runs the program and the application opens into a window (instead of full screen). This will affect the users control over the program window and size .
* The user story ends when the user resize the window responsively without affecting the user's drawings.

Post-conditions:

A user can now minimize, maximize, and resize the windows as needed.

Decision Support:

Frequency: Often. Developers need to easily understand code

Criticality: High. Enables developers to work more efficiently

Risk:Low. Team members need to get used to new structure

Constraints:

Reliability: Very Reliable.

Performance: There may need to be performance improvements

Supportability:

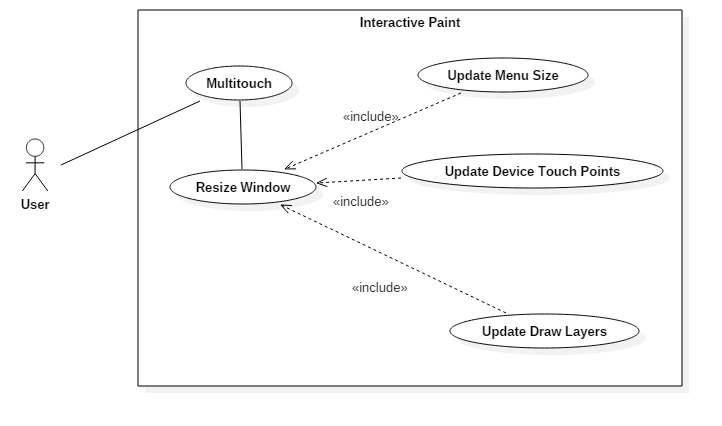
Must work with ACER Multitouch, Leap, RealSense and Eyex

Modification History:

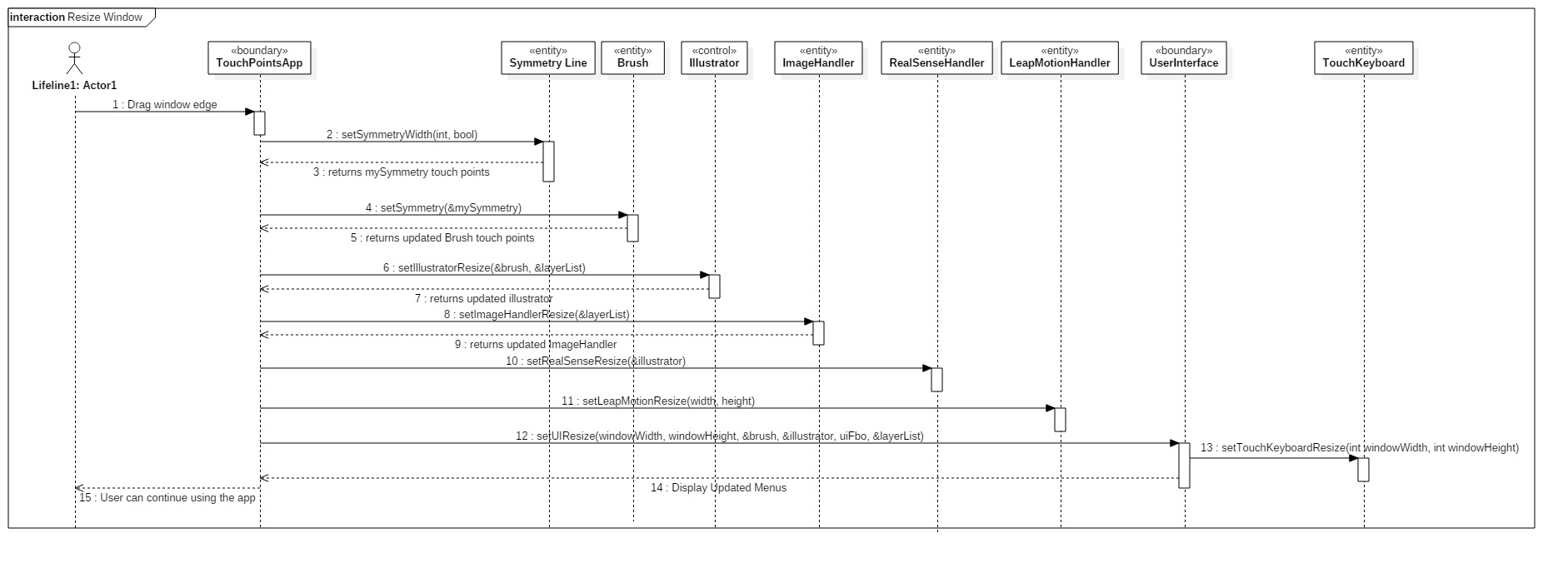
Owner: Eric Aguiar

Initiation date: 06/19/2016

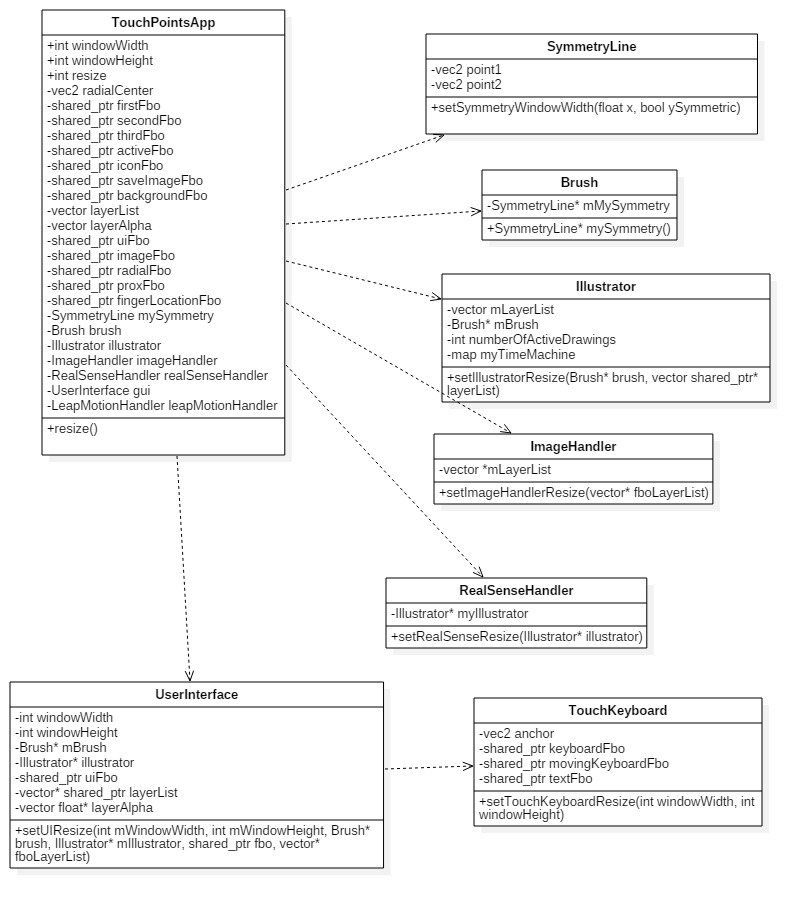
Date last modified: 06/19/2016

**Use Case Diagram**

**Sequence Diagram**



**Class Diagram**



**Unit Test**

Sunny Day Tests

Test Case 1: Devices Still Work

Test Purpose: Ensure that user can still use the devices to draw on screen after the window is resized

Test Setup:

⦁ run program

Test Output:

Every line drawn correctly

Expected Output:

After testing all integrated devices, i.e. the RealSense, Leap and Eyex can still contribute to drawing, the screen should draw correctly

Test Case 2: Window is responsive

Test Purpose: Ensure that user can expand the window and have the menus and touch points scale to size.

Test Setup:

⦁ run program

Test Output:

Any shape can be drawn correctly anywhere on the screen and the menus resize according to the size of the window. Works but there is a memory issue with the menus, which causes pixel fragmentation.

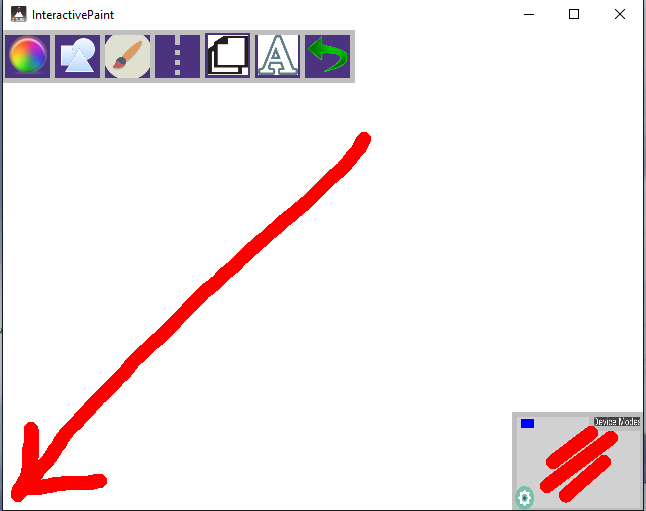
Expected Output:

After testing all integrated devices, i.e. the RealSense, Leap and Eyex can still contribute to drawing anywhere on the screen correctly. The menus are responsive to the screen size.

**Integration Test**

Devices can still be used to draw in the application, i.e. the RealSense, Leap and Eyex can still contribute to drawing. The menus are responsive to the screen size.

**Visual User Guide**



Resize the window by clicking and dragging any of the four corners of the window. The menus will resize according to the size of the window.