*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID <0001>

**Name:** Jose

**Team Member(s): Jose, Parker**

**Project: Learning with Augmented Reality 4.0**

**Product Owner(s)**: Ms. Vassigh

**Mentor(s)**: -

**Instructor**: Masoud Sadjadi

**User Story Name:**

This User Story is primarily to denote the transfer of the current assets and script for the project over to the new version of Unity and check for any issues. This one is therefore difficult to make a conventional feature document for, but it is necessary to allot a decent amount of time for this process.

* Description: **As a** User **I would like** to be able to have a product that utilizes Unity **so that** I can visualize SIPA in Virtual Reality.

Acceptance Criteria

* No errors when attempting to compile our current product in Unity.
* Ability to have collaboration in Unity

**Use Case**

* Name:
* Actor:
* Preconditions:
* Description <Flow of events>:

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

N/A This specific feature doesn’t really have any use cases, because it’s more of just setting up the environment.

**Sequence Diagram**

N/A

**Class Diagram**

N/A

**Unit Test**

* Test case ID: <00001>
* Description/Summary of Test: Proper utilization of Unity Collaborate
* Pre-condition: No compiler errors
* Expected Results: Proper updating across multiple computers
* Actual Result: As expected
* Status (Fail/Pass): Pass

**Integration Test**

Considering this is the software that integrates everything else, this was successful.

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



