*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID <0002>

**Name:** Parker

**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:**

Description: This User Story is to denote the learning and briefing that was required for Unity to assure that we’re knowledgeable on how everything in Unity operates especially with the Oculus Rift. I don’t think it necessitates a User story, but it does require a bit of time for this learning process that’s been occurring for a month or so now. Jose already has a great base knowledge on all of this, but I had to learn a bit more about Unity especially when oriented towards the Oculus.

Acceptance Criteria

* Knowledgeable enough to carry on with the project.

**Use Case**

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

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

N/A

**Sequence Diagram**

N/A

**Class Diagram**

N/A

**These diagrams wouldn’t be necessary for an action like this. If there’s any other way we can denote the learning process besides a User Story, some feedback would be great.**

**Unit Test**

* Test case ID:
* Description/Summary of Test:
* Pre-condition:
* Expected Results:
* Actual Result:
* Status (Fail/Pass): Pass

**Integration Test**

Fully Completed.

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



