*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID <244>

**WORK IN PROGRESS**

**Name:** Jose/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:** Handheld UI

* Description: **As a** User **I would like** to be able control elements of the scene by having a handheld UI within the scene, not hardware **so that** I can control the scene with ease.

Acceptance Criteria

* No errors when attempting to compile our current product in Unity.
* Handheld UI

**Use Case**

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

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

**Sequence Diagram**

N/A

**Class Diagram**

N/A

**Not sure how either of these documents would really be created for a feature like this. If there are any suggestions, we’ll definitely create them.**

**Unit Test**

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

**Integration Test**

This has not been started as of yet.

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



