*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID <247>

**Name: Jose**

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

**Project: Learning with Augmented Reality**

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

**Mentor(s)**: -

**Instructor**: Masoud Sadjadi

**User Story Name:**

* Description: **As a** User **I would like** to be able to move through out the map preliminarily **so that** I can access different areas with ease.

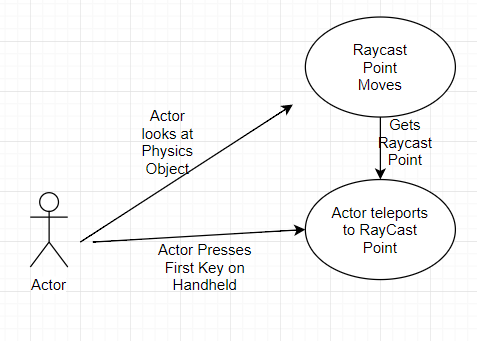
Acceptance Criteria

* Unity project compiles and collaborates properly
* Player moves to the spot where they’re pointing

**Use Case**

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

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



**Sequence Diagram**

**Class Diagram**

**Unit Test**

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

**Integration Test**

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