*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Interactive Paint

User Story ID <292>

**Name:**

Daniel Mederos

**Team Member(s):**

Jim Louro

**Project:**

Interactive Paint

**Product Owner(s)**:

Francisco Ortega

**Mentor(s)**:

**Instructor**: Masoud Sadjadi

**User Story Name: Sample GUI**

* Description: **As a** User **I would like** to create a simple sample QT GUI **so that** I can run it cross platform on a computer or tablet for now.

Acceptance Criteria

* That Sample GUI should be able to run on a tablet and computer (Devices we currently own)

**Use Case**

* Name:
* Actor: User of Interactive Paint
* Preconditions:
* Description <Flow of events>:

|  |  |  |
| --- | --- | --- |
| #**344 InSessionCounselorSelection** | | |
| When the user is in the counseling view, he/she may choose to change the look and feel of the character on screen to suit any of their preferences. For this to happen a menu must be displayed to the user in a stylish and dynamic way that doesn't disrupt the current counseling session. | |  |
| User of eEVA | |  |
| The user is logged in and on a counseling session with the initially selected scene and character. | |  |
| **User** | **System** |  |
| User clicks "My Counselor" link on the navigation bar. | The Counseling Controller changes the css properties of the hidden menu and current view, which slides everything 50% to the left. |  |
| User selects any of the available counselors that appear on the menu. | A get request is performed loading the route corresponding to the actual selection. |  |

**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>