*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story #**108 - Unity Scene 1**

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**User Story** Implement a 3D scene in unity that a player can interact with and move around in

* As a developer, I would like to have a scene in unity that can be used for testing basic unity functions, as well as HMD support

Acceptance Criteria

1. Unity scene, complete with usable camera and KB+Mouse controls
2. Objects like light sources and moving models, with scripts for physics
3. Functionality support for HMD devices

**Use Case** #**1 – 3D world**

**Use Case** #**2 – KB+mouse Controls**

**Use Case** #**3 - Object interaction**

**Use Case** #**4 - HMD support**

**Use Case** #**5 - Scene GUI**

**Use Case Diagram**

usecase.png

**Sequence Diagram**

Untitled Diagram (2).png

**Class Diagram**

Untitled Diagram (3).png

**Unit Test**

**Integration Test**

**Visual User Guide**