*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story #**131 - Basic VR World Emulation**

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Francisco Ortega

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**User Story** Implement VR functionality to unity scenes using the HTC Vive

* As a developer, I would like to have a functioning VR world displayed with the HTC Vive, in order to implement it within the painting program

Acceptance Criteria

* 3D emulated world viewable with HTC vive
* Head-tracking functionality implemented
* Player can move around in world with some input device, such as a game controller or keyboard+mouse

**Use Case** #**1 – HMD as output device**

**Use Case** #**2 – Head-Tracking as camera control**

**Use Case** #**3 -- Vive controllers as input**

**Use Case** #**4 -- Object manipulation**

**Use Case Diagram**

Sprint3UseCase.png

**Sequence Diagram**

Sprint3SequenceDiagram.png

**Class Diagram**

Sprint3ClassDiagram.png

**Unit Test**

**Integration Test**

**Visual User Guide**