*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story #**178 - Create Window Component Adapter Layer**

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**User Story** Implement a HMD device with basic functionality

* As a user, I would like to display using HMD devices (such as HTC Vive), so that they can be used in the painting project as output

Acceptance Criteria

* HTC Vive display compatibility – including 3D display and head-tracking functionality
* 3D world emulation on display
* Integration with project when available

**Use Case** #**1 – Virtual Reality Painting**

**Use Case Diagram**

**Sequence Diagram**

**Class Diagram**

**Unit Test**

**Integration Test**

**Visual User Guide**