*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #672 Research Unreal Engine Documentation

(Developer 3)

**Name:** Santiago Bolivar

**Team Member(s):** Armando Carrasquillo, Daniel Perez, Santiago Bolivar

**Project:** VR-Gaming to Broad Participation in CS

**Product Owner(s)**: Francisco Ortega

**Mentor(s)**: Francisco Ortega

**Instructor**: Masoud Sadjadi

**User Story Name: Research Unreal Engine Documentation (Developer 3)**

* Description: As a developer, I need to do research and familiarize myself with the Unreal Engine, so that I can build and create the game for the project.

Acceptance Criteria

* Unreal is installed correctly and is integrated with Visual Studio.
* Unreal is functional.