*Florida International University*

*School of Computing and Information Sciences*

Software Engineering Focus

Feature Document

User Story ID #677 Setup VR Template Level

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**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: Setup VR Template Level**

* Description: As a developer, I want to design a basic VR level in Unreal, so that I have a template to work off of for the game.

Acceptance Criteria

* The level must only contain a blank floor with standard lighting.
* The level must be rendered.